

**FREE**

**TUROK,  
FIGHTERS  
DESTINY &  
WETRIX  
TIPS  
BOOK!**

**THE FIRST AND BEST  
NINTENDO 64 MAG!**



**ISSUE 19 £3.95**

# 64

## MAGAZINE

**NEW  
LOOK**

**PAGE  
32**

**ZELDA 64**  
ADVENTURE OF A LIFETIME?



**All The  
Hottest  
New N64  
Games!**

**ULTRA-VIOLENT!**

# TUROK 2

Goriest game ever – and we've got the pictures!

# PERFECT DARK

The Goldeneye team's next game – sheer perfection!

# CASTLEVANIA

Vampires stalk the living in Konami's whip-cracking adventure!

# JET FORCE GEMINI

Die, bug, die! Exterminate all aliens in Rare's new game!



**PLUS!**

**EVEN MORE  
COOL STUFF  
INSIDE!** CHECK OUT  
THIS LOT...



## POKEMON STADIUM

JAPANESE MONSTER  
HIT REVIEWED:  
CLASSIC OR CACK?



## DUKE NUKEM ZERO HOUR

PUT THE BOOT IN! THE  
KING OF CARNAGE IS  
BACK IN TOWN!



SECRET GAMES COMMISSION FUGITIVE

BIO  
FREAKS

# WANTED DEAD OR

HAMBURGER MIT

TURBO-BLADED  
COMBAT BOOTS



ZIPPERHEAD: ROGUE  
NOT ATTEMPT

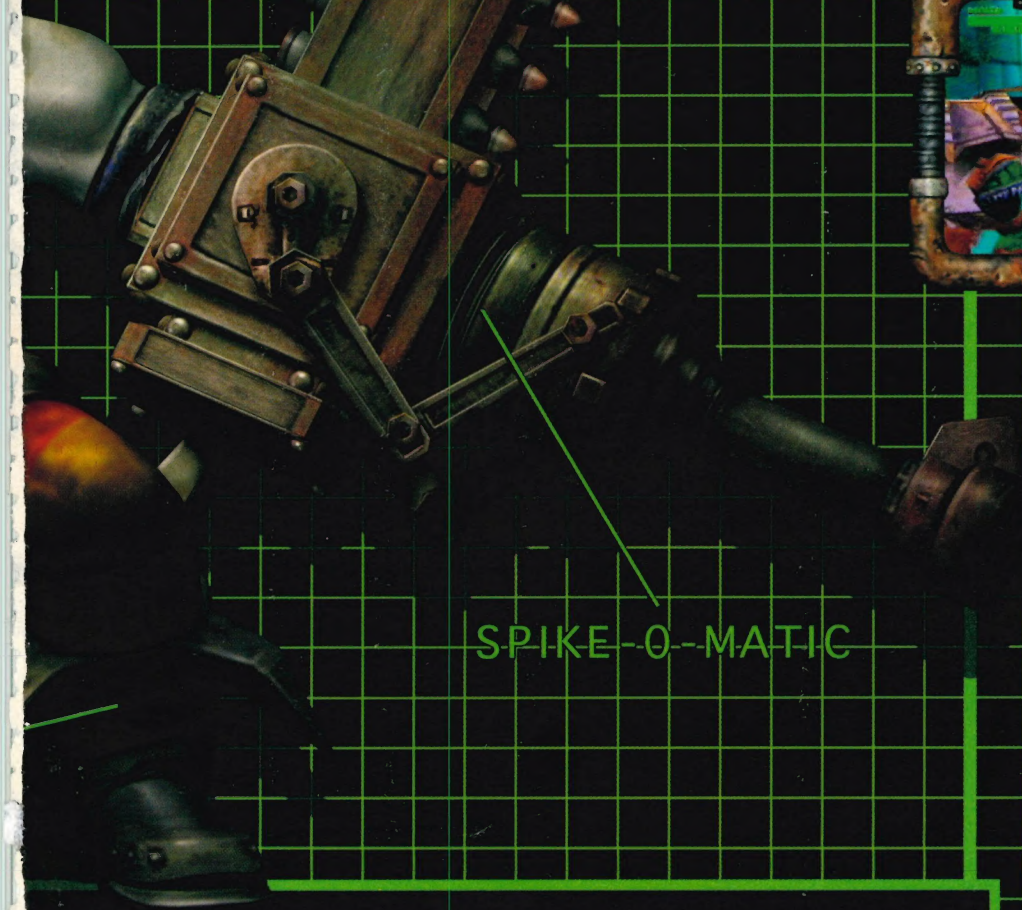


INVESTIGATIONS

# ED: ALIVE (OR IN PIECES)

*"The best beat 'em up on the N64."*  
64 Magazine, July '98

*"The finest fighting game available for the system."*  
VSIXTYFOUR, July '98



SPIKE-O-MATIC



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FREAK, IF SEEN DO  
TO RESTRAIN HIM, MAIM HIM.





# 64 COOL

Issue 79

04

## MAGAZINE

### EVENTS REPORT

**16** The roundup of all the Nintendo action at Europe's biggest games show.



**20** The ultra-sequel is here – and it's the most gruesome game of all time!

## TUROK 2: SEEDS OF EVIL

### REVIEWS

#### POCKET MONSTERS STADIUM

**50** In Japan, this has been Nintendo's biggest hit for ages – but is it actually any cop?



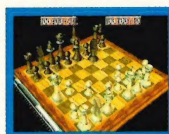
#### UK MORTAL KOMBAT 4

**56** The blood-spurting warriors are back. Again. It's like *Lethal Weapon* 4 without the pregnancies.



#### VIRTUAL CHESS

**54** Fancy a bit of pawnography as you play with your bishop? It's chess. Virtually.



#### UK BIO FREAKS

**58** Another blood-soaked beat-'em-up with comedy amputations. Brutal violence – it's a right old larf!





# ntent



## 64SIGHT

- 20** **Turok 2: Seeds Of Evil**  
The most gory game ever!
- 24** **Perfect Dark**  
What the Goldeneye gang did next...
- 26** **Jet Force Gemini**  
Save the world with a rocket-powered dog!



- 28** **Earthworm Jim 3D**  
The worm returns!



- 30** **Duke Nukem: Zero Hour**  
Come get some more!
- 32** **The Legend Of Zelda: The Ocarina Of Time**  
Or Zelda 64, to its mates.
- 34** **XG2**  
It's even more extreme G!
- 36** **Castlevania 64**  
Children of the night... shut up!
- 38** **Hybrid Heaven**  
Mutants ahoy! Time to save the world again.
- 40** **Body Harvest**  
Move your body - before it's eaten!



- 42** **Penny Racers**  
Toy cars with attitude.
- 44** **WCW/NWO Revenge**  
They're men. In tights.
- 44** **Rat Attack**  
At least they're not escaped mink...

## GAME BUSTERS

- 62** **Cheat Central**  
More cheats than a convention of card sharks!
- 64** **ScoreZone**  
Now expanded! Are you a gaming hero or a pitiful zero?
- 68** **Buck Bumble**  
Take the sting out of defeating the Evil Herd with the first part of our complete guide!
- 76** **Bio FREAKS**  
Limb-lopping and head-chopping the easy way - we've got all the right moves!

## REGULARS

- 06** **64 Showcase**  
A packed news section as Nintendo slices and dices its prices.
- 12** **When I'm 64**  
All wavelengths of the intellectual spectrum shine through our prismatic letters pages!
- 88** **Subscriptions**  
You know you want to... so why don't you do it?
- 90** **Nindex**  
The only guide you'll ever need to all the games on the N64!
- 98** **Next Issue**  
More reliable than tarot cards (hopefully).



## EDITORIAL

Every N64 gamer has their own personal wish list of things they'd like to see happen in the world of Nintendo, and high on pretty much everybody's list has to be 'cheaper games'. Well, wishes can come true. Nintendo announced price cuts across the board at the recent ECTS show in London, games now starting at less than £30 and (more importantly) brand new top-rated titles like *F-1 World Grand Prix* and *F-Zero X* weighing in at just £39.99.

For the first time, the N64 has world-beating games on sale at a price that's actually lower than many PlayStation titles! It's not quite an impulse purchase level, but very few games are these days, and the opportunity to pick up the 94%-rated *F-1 WGP* for the price of a good night out can't be bad. And if you've got a choice this Christmas between yet another tired Lara Croft sequel or the spectacular, mould-breaking *Legend Of Zelda*, which one would you pick?

As for the N64 itself, Nintendo is strenuously denying that it has any plans to lower the console's price further, but then it also did that the last time it cut the machine's price, right up until the morning it happened. Sony certainly seems sure that a drop to £79.99 is on the cards, and is already planning a counterattack. Since the N64 is currently being flogged for the equivalent of £80 in other major markets like the US and Germany, slicing another £20 off the console's UK price would give Nintendo's new European division instant credibility and put the N64 in position to boot the PlayStation off the top of the hardware sales chart this Christmas.

Whatever happens, one thing's for sure – N64 gamers all come out winners!

**Andy McDermott, Editor**

# the 64 showcase

news  
peripherals  
advice • hot new  
items of interest



## THE PRICE IS RIGHT

### Nintendo slashes game prices!

**T**he old refrain that 'N64 games are too expensive', which was certainly heard around these parts on many occasions, has been thrown in the dustbin of history once and for all. At the ECTS event (see page 16 for the full show report) Nintendo announced that all its future releases would be at new, lower prices – even the most expensive games will be no more than £49.99!

The new titles at the £39.99 price point are *F-1 World Grand Prix*, *1080° Snowboarding*, *F-Zero X* and *Waialae Country Club Golf*. Slightly more expensive, at £49.99, are *The Legend Of Zelda: The Ocarina Of Time* and *Star Wars: Rogue Squadron*.

As well as lower prices for new games, many of Nintendo's older titles are also having a few notes lopped off the cost. Games reduced to £39.99 are *Shadows Of The Empire*, *Wave Race*, *Mario Kart 64*, *Diddy Kong Racing*, *Top Gear Rally*, *Yoshi's Story* and *Pilotwings*. A tenner cheaper still, at just £29.99, are *Blast Corps*, *Mischief Makers*, *Tetrisphere*, *Cruis'n USA* and *NBA Courtside*.

Several other companies had already dropped their prices before Nintendo's

announcement. The most significant lower-price games are Konami's *ISS '98* (which scored 95% last issue, and the sobriquet of 'the greatest football game in the world – ever!') and Acclaim's ultra-hot *Turok 2: Seeds Of Evil*, both of which cost just £39.99.





# Pak It In!

**N64 MEMORY EXPANSION CONFIRMED**

**N**intendo has dispelled the many rumours about the N64's memory-boosting Expansion Pak by confirming that it will be selling the add-on this November. A price has yet to be decided, but the American price is \$29.99, so something around the £20-£25 mark is likely.

Also up in the air at the moment is the name – at the time of writing, Nintendo hadn't decided whether or not it was going to give the Expansion Pak a more exciting title. Booster Pak and Power Pak are apparently among the front runners, but with Nintendo's history of not-terribly-exciting product names, it's possible that Expansion Pak might be the final name.

So far the only games confirmed as Expansion Pak (or whatever) compatible are *Star Wars: Rogue Squadron* (see below) *Turok 2: Seeds Of Evil* and *XG2*, with *Duke Nukem: Zero Hour* and *NFL Quarterback Club '99* also likely to make use of it. This list will undoubtedly grow very quickly, since the difference an extra 4Mb of memory can make to a game has to be seen to be appreciated!

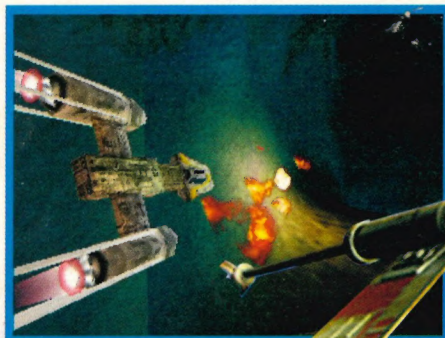


# STAR WARS GETS BIGGER

**Rogue Squadron adds hi-res mode**

**S**tar Wars: *Rogue Squadron*, due for a pre-Christmas release, will be the first game from Nintendo to support the Expansion Pak. Versions of the game at ECTS were running with the memory expansion installed, as we discovered when we took a sneaky peek at one of the machines. With the Expansion Pak installed, the game runs in hi-res mode, and very nice it looks too.

Although Nintendo announced across-the-board price cuts, *Rogue Squadron* will go on sale at £49.99, rather than the £39.99 price of almost every other Nintendo game. The official line is that this is because of the cost of the *Star Wars* licence... but maybe, just maybe, there's a plan for a *Lylat Wars*-style package deal to include the Expansion Pak with the game? Nintendo had no comment to make on this, but we'll keep you informed about what happens...

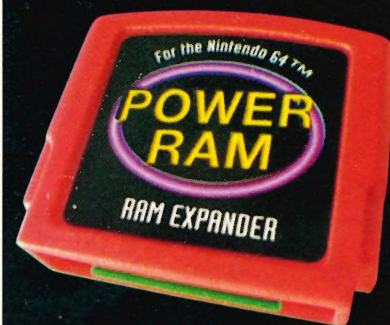


# POWER PACKED

**Datel releases first extra memory pack**

**A**lthough Nintendo has now confirmed that it will be releasing the Expansion Pak in November, that hasn't stopped other manufacturers from stealing a march on them. The first third-party RAM expansion to arrive in the 64 MAGAZINE offices is Datel's Power RAM unit, which should be available in game shops by the time you read this, and retails for £29.99.

We did discover one slight design glitch – unlike the Jumper Pak, which sits in the expansion port of the N64, the Power RAM doesn't have a 'hook slot' in the back. This makes it rather hard to take out again!



# Controller Cut NINTENDO'S JOYPAD PRICES PLUNGE

**A**s if cutting the prices of games were not enough, Nintendo also announced that it has lopped a tenner off the price of its controllers. The N64 pads have always been the Rolls-Royce of controllers, but with a price to match, allowing other manufacturers to undercut Nintendo with their own pads. Now, the new £19.99 price means that the best pad on the market is available at a very wallet-friendly price!







## DELAYED

To the surprise of absolutely nobody, Nintendo has announced that the release of the 64DD add-on is to be put back again. The Japanese launch of the troubled disk drive, already having slipped from July into the wilderness of a late 1998 'to be confirmed', will now not appear until at least June 1999.

Nintendo is citing a lack of software for the delay, which is hardly surprising – most of the original 64DD line-up has been moved onto cartridge. This means that a Western release for the gadget before the turn of the millennium is pretty unlikely.

## LEGO OF THE WHEEL!

### Lego enters software game

N64 owners can look forward to reliving their childhood when *Lego Racers* is released. The 3-D racing game uses a multiple-view perspective, with every element within the game based upon Lego themes. There are 12 tracks, with names like Dark Forest Dash, Magma Moon Mountain and Tribal Island Trail, split between four themed worlds – Pirates, Castle, Space and Adventurers.

You can create your own driver, as well as design and construct a racing car in the Lego garage. After this, it's time to hit the road and pit your driving skills against five challengers.

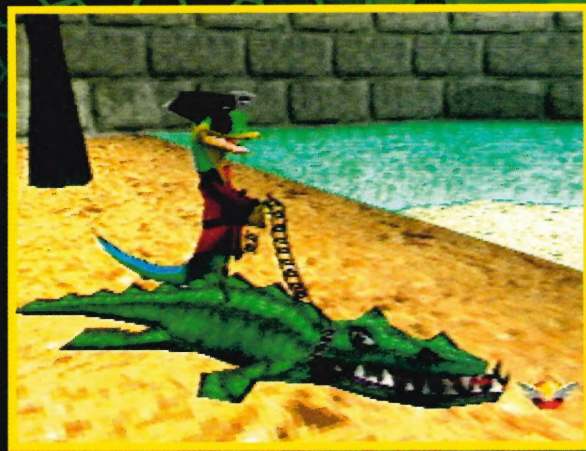


## GECKO HEAVEN

### New Gex game on the way!

No sooner does *Gex: Enter The Gecko* put in an appearance, than the sequel is already on the way. *Gex 4* has the lizard-of-all-trades taking on the personas of even more famous characters, and this time the costumes actually make a difference to the gameplay. Little Red Riding Gex can glide along on his (her?) cape, Gexules can use his mighty muscles to smash down walls, and Sherlock Gex gets to use his magnifying glass to size-changing effect. No word on whether he can incinerate ants with it, though.

The voice of Gex (Leslie Phillips over here, Dana 'who he?' Gould in the States) is joined next time around by *Baywatch* star Marleece Andrada, who plays the glamorous Agent Xtra. Double entendres a-go-go, we reckon! Watch out for *Gex 4* sometime next year.



## FORCE FARCE

### Fighting Force 64 gets punched out

Edios' *Fighting Force 64*, previewed last issue, has had its release date put back. This is rather annoying for us, since we were planning to review it this issue! Although the game will appear in America this year, the UK release now won't be until at least the early months of 1999.



## hold iT!

### ODT on hold, Wipeout moves to Midway

Psygnosis' action RPG *ODT* has been put on hold, following all manner of corporate goings-on at the Liverpool company. Rumours of a buyout from parent company Sony shook up the company's N64 plans. Although Psygnosis has now issued a statement saying the company is not going to be bought, regular business was disrupted for a time.

*Wipeout 64*, Psygnosis' first N64 title, will no longer be distributed by the company itself, but will be handled worldwide by Midway. In the UK, where Midway has no real presence, the distributor of the game has yet to be announced at the time of writing. GT Interactive has in the past handled Midway's products, but nothing has been confirmed yet.

Where this leaves the French-developed *ODT* is uncertain, but from what we're told, work on the game has been suspended until the business situation is fully resolved. As soon as we find out what's going on, we'll fill you in.





## Run The Gauntlet

**G**auntlet Legends, the updated version of Atari's classic four-player Gauntlet series is due for release in arcades later this year. A version of the 3-D sword and sorcery epic quest is being developed for the N64.

The game has many of the elements from Gauntlet and Gauntlet 2, with the four main character types returning for the modern version (Barbarian, Wizard, Elf and Valkyrie). Mountain, Castle, Forest and Pyramid are the four main worlds in Gauntlet Legends, with two main boss levels at the end.



## OWEN ME, OWEN YOU, AH-HAH



### Michael Owen scores for N64

**E**idos' Fighting Force might be on hold, but they have another N64 game that is well and truly under way. Michael Owen World League Soccer '99, featuring the endorsement of Liverpool's finest, is being developed by Silicon Dreams for Eidos. The game is set to appear early in 1999, and has the potential to rival ISS '98 for the soccer top slot. We'll give you additional commentary when it becomes available.



### ADVERTISEMENT

## COMPETITION

## WIN A NINTENDO 64 STORAGE DEVICE!

**T**rouble keeping your N64 and all its games in order? You need a Console Tidy! If it's storage for your console or your games, Cornmeer Services are the people to call. You can get hold of them on (0800) 389 9094.

The Console Tidy comes flat packed, can be built in approximately ten minutes and can save you hours of searching for that elusive game (that's probably next to those soiled pants under your bed!) Everything that you need for a serious session on your console has a neat little cubby hole in which it can be stored. There's one for games, one for your pads and memory cards, a sliding shelf for the actual console, and most importantly one to keep your copies of 64 MAGAZINE on. The price for this wooden saviour is only £29.99.

There are 35 of these Console Tidys to give away to readers. So simply answer the following question correctly and you could win one of these parent-pleasing cabinets.

**Question: What is the name of Mario's brother?**

Write your answer on a postcard (or a sealed envelope) and then send it to: Clean Up Competition, 64 MAGAZINE, Tidy Cabinet Comp (6419), Cornmeer Services, 2 Quad East, Warne Rd, Western-Super-Mare BS23 3UU. Entries must arrive by 29 October.

[NB: Do not send entries to the editorial address]



# Gamewatch

**Department 1**  
 0171 916 8440

10

Now arranged in handy month-by-month format, Gamewatch – compiled as always by Department 1 – is the definitive list of upcoming games from all around the world. If you want to know what games are coming out and when, then look no further! The British game releases are highlighted for your convenience, putting

an end to 'hey-that-looks-good-oh-feck-it's-Japanese' misery. Whatever you're looking for, you should be able to find it here in Gamewatch – it's the most accurate release list in the world!

• Release dates are subject to change without notice. As Han Solo once said, "It's not my fault!"

In association with  
Department 1

Department 1, 3rd  
Floor, Suffolk House, 1-  
8 Whitfield Place,  
London W1P 5SF. Tel:  
(0171) 916 8440

## OCTOBER '98

Battle Tanx	US	20
Bio Tetris	Jap	TBC
Body Harvest	US	21
<b>Bombberman Hero</b>	<b>UK</b>	<b>05</b>
<b>Buck Bumble</b>	<b>UK</b>	<b>TBC</b>
Buck Bumble	US	01
Charlie Blast's Challenge	US	23
City Tour Grand Prix GT64	Jap	10
Deadly Arts GASP	US	06
<b>Earthworm Jim 3D</b>	<b>UK</b>	<b>TBC</b>
<b>F-Zero X</b>	<b>UK</b>	<b>28</b>
F-Zero X	US	27
Fighting Force 64	US	20
<b>Gex: Enter The Gecko</b>	<b>UK</b>	<b>02</b>
Golden Nugget	US	20
<b>Holy Magic Century</b>	<b>UK</b>	<b>TBC</b>
Let's Smash	Jap	09
<b>NFL Blitz '98</b>	<b>UK</b>	<b>02</b>
<b>NFL Quarterback Club '99</b>	<b>UK</b>	<b>TBC</b>
NHL '99	US	28
Penny Racers	US	23
Predator Racing	US	01
Roadsters '98	US	20
<b>SCARS</b>	<b>UK</b>	<b>TBC</b>
Space Station: Silicon Valley	US	20
<b>Starshot</b>	<b>UK</b>	<b>30</b>
<b>Tonic Trouble</b>	<b>UK</b>	<b>TBC</b>
Turok 2: Seeds Of Evil	US	21
<b>Twisted Edge Snowboarding</b>	<b>UK</b>	<b>05</b>
VR Pool 64	US	20
WCW/NWO: Revenge	US	16
<b>XG2</b>	<b>UK</b>	<b>14</b>

## NOVEMBER '98

64 Oozumo 2	Jap	TBC
<b>Body Harvest</b>	<b>UK</b>	<b>13</b>
Body Harvest	US	18
Buck Bumble	Jap	TBC
<b>Bust-A-Move 3</b>	<b>UK</b>	<b>TBC</b>
<b>Charlie Blast's Challenge</b>	<b>UK</b>	<b>TBC</b>
Earthworm Jim 3D	US	20
<b>Extreme-G 2</b>	<b>UK</b>	<b>TBC</b>



SCARS



Penny Racers

Extreme-G 2	US	20
<b>FIFA '99</b>	<b>UK</b>	<b>TBC</b>
FIFA '99	US	23
Fox Sports College Hoops '99	US	10
<b>Glover</b>	<b>UK</b>	<b>TBC</b>
Glover	US	03
<b>Knife Edge</b>	<b>UK</b>	<b>TBC</b>
<b>Madden '99</b>	<b>UK</b>	<b>TBC</b>
<b>Micro Machines 64 Turbo</b>	<b>UK</b>	<b>TBC</b>
Micro Machines 64 Turbo	US	25
Milo's Astro Lanes	US	20
<b>NBA Jam '99</b>	<b>UK</b>	<b>TBC</b>
NBA Jam '99	US	04
<b>NBA Live '99</b>	<b>UK</b>	<b>TBC</b>
NBA Live '99	US	11
<b>NFL Quarterback Club '99</b>	<b>UK</b>	<b>TBC</b>
NHL Breakaway '99	US	20
<b>NHLPA Hockey '99</b>	<b>UK</b>	<b>TBC</b>
Nightmare Creatures	US	11
Onegai Monsters	Jap	TBC
Rally Racing	US	19
Rat Attack	US	20
<b>Rayman 2</b>	<b>UK</b>	<b>TBC</b>
Rayman 2	US	24
<b>Roadsters '98</b>	<b>UK</b>	<b>TBC</b>
<b>Rush 2: Extreme Racing</b>	<b>UK</b>	<b>TBC</b>
Rush 2: Extreme Racing	US	18
<b>SCARS</b>	<b>UK</b>	<b>TBC</b>
SCARS	US	17
<b>Sim City 64</b>	<b>UK</b>	<b>01</b>
<b>Space Station: Silicon Valley</b>	<b>UK</b>	<b>TBC</b>
<b>Superman</b>	<b>UK</b>	<b>TBC</b>
Superman: The Animated Series	US	17
Survivor Day One	US	20
Tonic Trouble	US	16
Tonic Trouble	Jap	TBC
Top Gear Overdrive	US	17
<b>Turok 2: Seeds Of Evil</b>	<b>UK</b>	<b>7</b>
Twisted Edge Snowboarding	US	11
<b>V-Rally 64</b>	<b>UK</b>	<b>TBC</b>
V-Rally 64	US	06
<b>Wipeout 64</b>	<b>UK</b>	<b>TBC</b>
Wipeout 64	US	16
Zelda: Ocarina of Time	US	24
Zelda: Ocarina of Time	Jap	14

## DECEMBER '98

Airboardin' USA	US	01
Bokujou Monogatari	Jap TBC	
Bust-A-Move 3	US	20
Chameleon Twist 2	US	TBC

Doraemon 2	Jap	TBC
FIFA '99	US	09
Fighting Force	US	17
Penny Racers	US	04
Quake 2	US	09
Shadowgate 64	US	16
Shadowgate 64	Jap	TBC
South Park	US	02
<b>Top Gear Rally 2</b>	<b>UK</b>	<b>31</b>
<b>Wipeout 64</b>	<b>UK</b>	<b>31</b>

## 1999

4x4 Mud Monsters	US	Jan
All-Star Baseball 2000	US	Apr
All-Star Tennis '99	US	Mar
F1 Pole Position 2	US	Jan
Hybrid Heaven	US	Mar
Hype: The Time Quest	US	Jan
In-Fisherman Bass Hunter 64	US	Jan
Rugrats	US	Jan
Twelve Tales: Conker 64	US	Jan
Vigilante 8	US	Feb

## NO CONFIRMED RELEASE DATE

Castlevania 64	Jap	TBC
<b>Duke Nukem: Zero Hour</b>	<b>UK</b>	<b>TBC</b>
Jet Force Gemini	UK	TBC
Jungle Emperor Leo	Jap	TBC
Looney Tunes: Space Race	US	TBC
Mother 3	Jap	TBC
<b>Nuclear Strike</b>	<b>UK</b>	<b>TBC</b>
<b>ODT</b>	<b>UK</b>	<b>TBC</b>
ODT	US	TBC
<b>Perfect Dark</b>	<b>UK</b>	<b>TBC</b>
<b>Road Rash 64</b>	<b>UK</b>	<b>TBC</b>
<b>Top Gear Overdrive</b>	<b>UK</b>	<b>TBC</b>
<b>Twelve Tales: Conker 64</b>	<b>UK</b>	<b>TBC</b>
<b>Wetrix 2</b>	<b>UK</b>	<b>TBC</b>



Twelve Tales: Conker 64



Where we test N64 add-ons to destruction!

# GIZMOS & GADGETS

## Thunder Pad

£14.99 • LOGIC 3 • (0181) 902 2211

Remember the strange rubberised coating on the last Trident pad? Well the coating is gone, the pad is now black and... well, that's about it! The pad still performs well, and the lack of the nasty spongy texture (sorry, it had to be said) makes the whole thing a lot more pleasant to hold.

Strangely, the new pad has an analogue stick with a rotating top which can mean your thumb slips off if you don't hold it exactly right. Apart from this niggle though, the pad is durable, responsive and at a very decent price.

64 Magazine rating:



## G64 Controller

£19.99 • GAMESTER • (01992) 503133

Another pad that's had a facelift – this one has a clear casing, allowing you to see for yourself the wonders that happen inside.

The internal layout is nice with an attractive red, green or blue PCB. The scary thing is that it's apparent that the analogue stick seems to operate along much the same lines as a clothes-peg!

Performance-wise, this pad can't really be faulted although the centre prong is possibly a little too short for people with

large hands. However, the moulded underside more or less makes up for this.

Features include autofire, turbo and a totally useless 'slow motion' button. All in all, a nice responsive pad.

64 Magazine rating:



# WIN!

We've got 15 G64 joypads to give away, courtesy of Gamester. The prizes come in black, grey and clear – and no, you don't get to choose which colour you want, since the whole thing would degenerate into a Tarantino-style argument about who gets black. All you have to do to be in with a chance of winning a G64 is answer this simple question...

Which member of the 64 MAGAZINE team has girlie hair?

A: Elvis-hair Andy    B: Tintin-hair Nick    C: Girlie-hair Roy

Send your answer to G64 compo, 64 MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS, making sure it gets here before 5 November.

# 64 MAGAZINE CHARTS

In association with

# GAME

Call (0181) 974 1555 for your nearest GAME store!

Check out the Web site at [www.game-retail.co.uk](http://www.game-retail.co.uk)

## Chart Comment

F-1 World Grand Prix smashes straight in at the top of the charts, despite only having been on sale for about three seconds before we went to press, closely followed by ISS '98. The rest of the chart is a churning mass with a lot of re-entries mixed in with the new titles, showing the the N64 market is a lot less predictable than its PlayStation equivalent. Next month will see the arrival of *Mission: Impossible* – will people fall for the hype?

## Chart Compo

At last, we have a winner! Tim Russell of Gloucester correctly predicted this month's top three games, and for his trouble wins himself a £50 voucher to spend as he chooses at his local branch of GAME. If you want to win next month, send your top three predictions to us by 16 October!

THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	–	F-1 World Grand Prix	Nintendo	94%
2	–	ISS '98	Konami	95%
3	1	Banjo-Kazooie	Nintendo	95%
4	4	Goldeneye	Nintendo	95%
5	2	World Cup '98	EA Sports	93%
6	7	Mario Kart 64	Nintendo	78%
7	6	Diddy Kong Racing	Nintendo	86%
8	19	Turok: Dinosaur Hunter	Acclaim	70%
9	–	Yoshi's Story	Nintendo	79%
10	3	GT 64	Infogrames	64%
11	–	Shadows Of The Empire	Nintendo	58%
12	–	WWF Warzone	Acclaim	90%
13	8	Iggy's Reckin' Balls	Acclaim	83%
14	–	Bio FREAKS	GT Interactive	82%
15	–	Lylat Wars	Nintendo	88%
16	10	Super Mario 64	Nintendo	92%
17	–	Chopper Attack	GT Interactive	79%
18	–	Top Gear Rally	Nintendo	85%
19	–	NFL Quarterback Club '98	Nintendo	80%
20	20	Wetrix	Infogrames	86%

# WIN £50

You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions on a postcard to Chart Compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!

WORTH OF GAME VOUCHERS



# When I'm

12

## COMMUNICATE!

### By Post:

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64 MAGAZINE  
Paragon Publishing  
Paragon House, St Peter's Road  
Bournemouth, BH1 2JS

### By email:

64mag@paragon.co.uk

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

## STAR PRIZE

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## Gun Crazy

Dear 64 MAGAZINE,

Where is the N64 light gun, then? What someone should do is produce not a normal pink handgun like the inferior machines, but a black, realistic-looking shotgun affair, similar to the gun used in the arcade game *Crypt Killer*. Then Acclaim could release *Turok 3* (or whatever) which could be very similar to Sega's *Lost World* coin-op, only superior.

Someone also needs to sit Nintendo down and explain to them that people like sex, violence and bad language, especially in games.

You've explained how it would be impossible to create a demo cart. How about a demo video? It's been done in the past, and it would give people a chance to have a look at the games running. Perhaps you could include Andy or Roy providing some running commentary.

I don't mind paying the price of your magazine, as you get what you pay for, but perhaps you could make it a bit bigger. You used to include dumb-arse features to fill up space when there was a lack of games. How about including them anyway, as they were quite good!

Matthew Day, Tunbridge Wells

PS: The best part of your magazine is easily 'Dead Pool'.

Nobody has produced a light gun because there aren't any games that support one, and without games to support them nobody will make one! Until somebody like Nintendo or Konami (*Time Crisis 64*, anyone?) actually makes a gun, we're

not likely to see any other gun games. By the way, the reason light guns don't look realistic is so that if you're walking down the street with one, you won't get shot in the face by police marksmen!

A video is an interesting idea, although I doubt anyone would want to hear myself (Northern mumble) or Roy (very loud excitable babbling) narrating. As for 'dumb-arse features', I'm sure there'll be more of them in issues when we have no games to review...

## Don't Walk Away

Dear 64 MAGAZINE,

I am writing to you because I think that people should stop using walkthrough guides for games. For example, in issue 17 you gave away a *Banjo-Kazooie* walkthrough guide which told you where everything was. I don't see the point of this, because why go out and spend £50 on *Banjo-Kazooie* and then just use a walkthrough? It's just a waste of time and money. Otherwise it is a great mag, so keep up the good work!

Chris Cox, Cambridge

PS: In your reviews, when it says 'Controller Pak: N/A', what does it mean?

Just because a walkthrough is there, it doesn't mean you have to use it. We're not holding a gun to your head and saying "Ha! Now you will play *Banjo-Kazooie* using this book so it's all completely spoiled! Bwah hah hah HAH!"

'N/A' means 'Not Applicable' - in other words, the game doesn't need a Controller Pak.

## PRIZE WINNER



Dear 64 MAGAZINE,

I am writing to ask "what the hell has happened to 64 MAGAZINE?" Without warning, the best-looking magazine gets an unnecessary facelift! You could have warned us beforehand. I walked past it twice as I thought it was a different magazine. Why change it? 64 MAGAZINE was a classy-looking mag which was completely different to the others and easily recognisable on the shelf. This was not all that had changed! The reviews, which up to issue 17 had always been high quality and left other mags looking on in envy, had also changed. Let me explain.

In issue 16 we had 12 pages of *Banjo-Kazooie* reviewed. This was perfect (I must have read it five times) and it went into everything about the game. In issue 17, *F-Zero X* was given a paltry five pages! Now I would say that *F-Zero X* is as top class a game as *Banjo* and eagerly anticipated by one and all. Don't get me wrong, your review was very good, but it wasn't your usual informative self.

I'm sorry I'm whinging and going on, but I have bought every copy of 64 MAGAZINE to date and up until now all was perfect in the world. I do buy other magazines and they are starting to pick up on your ideas and standards. What concerns me is that 64

MAGAZINE is being dragged down to the standards of other magazines. Are you trying to get some of the younger readers by making 64 MAGAZINE more cartoony? I feel that 64 MAGAZINE is aimed at a more mature audience for Nintendo freaks who grew up on the NES



64 MAGAZINE: old good, new better.



## Knuckles Shuffle

Dear 64 MAGAZINE,

I was wondering whether Nintendo has any plans to bring out another type of 64DD that will be even better. I'm saying this because it's never going to be sold outside Japan, so why not make a sequel to compete against the Dreamcast?

It could have Internet access and better graphics and sound, as well as more memory. If Nintendo do make one of these then it will surely be a big hit and sell well.

Nintendo should make something like Sega's *Sonic And Knuckles*. They added a small cartridge to a game like *Sonic The Hedgehog* to upgrade the game and make it two games in one. Rare are doing something like this with *Banjo-Tooie*. These mini-cartridges would be cheaper and more efficient than using a whole new cartridge for sequels.

Could these things happen? If not, why not?  
Alastair Henry, Dubai

Let's wait and see if they ever get the 64DD out, first! There inevitably will be a 'sequel' to the N64/64DD – had our 'X Generation' feature in issue 14 not finished up looking like dog vomit, that would have been our prediction for the next Nintendo machine's specifications. Oddly enough, my original sketch (done before Sega showed their new machine) for the controllers looked a lot like the Dreamcast units – not that they ended up that way...

The idea that *Banjo-Tooie* will let you plug in *Banjo-Kazooie* is only a rumour at the moment,

and SNES. Please, please, please don't change a winning format. As the saying goes, the tyre's not flat so don't change it!  
Andy Taylor, Carnforth

The tyre may not be flat, but the tread could be getting thin... Why did we change the look of 64 MAGAZINE? Because we felt it was time, that's why! We'd been doing things in the old style for a year and a half, and to us it was starting to feel a bit stale. Rather than continually tweaking little things here and there, we decided to redo the whole thing. Far more fun!

The editorial style, on the other hand, is the same as it always was. Apart from the decision to include more 'work in progress'-type features (based on their popularity in sister magazine *Play*), the content hasn't changed. *F-Zero X* didn't get a short(ish) review because we're dumbing down, but because it arrived relatively late in the schedule when most of the magazine had been finalised.

64 MAGAZINE still has the same people behind it – the look may have changed, but the style is the same. We're not sycophantic, smug, amateurish or full of flannel – but we are the only magazine you can trust!



Banjo-Kazooie – secret stuff lurks within.

and Rare won't comment on it. Since sequels are usually bigger than the originals (*Turok 2* is four times the size of *Turok*) mini-cartridges wouldn't really work too well!

## Fe-Mail

Dear 64 MAGAZINE,

In issue 17 I read a letter from Angus who strongly disagreed with you saying the characters don't cheat on *Mario Kart*. What a load of rubbish! When playing *Mario Kart* we can only use an item such as a red shell if we pass over a power square, but the other players seem to have power-ups constantly without driving over a power square. How unfair!

I've also got a question... why are there no games for the N64 which have a female as the main character? The best deal females get is to be a sidekick, such as Kazooie. It was the same with the SNES. PlayStations have got *Tomb Raider*, an excellent game, with a female as the main character. How long will it take for Nintendo to realise that they have female players as well as males?

I bought *Banjo-Kazooie* soon after it was released, and just want to say that it is far better than *Super Mario 64* and far more challenging.  
Danielle Glover, Rugby

The computer players in *Mario Kart* cheat like Robert Maxwell, and the boarders in *1080°* aren't exactly sparkling clean either. End of story.

Should Nintendo ever admit that they're working on a new *Metroid* game you'll get to see a new N64 heroine in the shape of Samus Aran, and Joanna from *Perfect Dark* is also replete with X chromosomes. Unlike Lara Croft, these action women aren't designed solely with drooling laddish gamers in mind – their heads are larger than certain other parts of their anatomy...

## Man In Tartan Trousers

Dear 64 MAGAZINE,

First of all I'm not going to write one of the many kiss-arse letters telling you how good your mag is, as their sole purpose is to get printed or to win letter of the month. Instead, I'd like to criticise the review of *Augusta Masters* (issue 17). You gave it 25%. If you'd taken the trouble to play past the second hole, you would have come to the conclusion that it is not as bad as you said. Also, you mentioned the control system – again, if you'd taken the time you would have found that

LETTERS

64  
MAGAZINE

ASK



ANDY

People have been wondering what our illustrious editor really looks like. In actual fact, he really *does* look like the picture above. He is a living cartoon character. But that doesn't stop him from answering your questions!

Dear 64 MAGAZINE,

1: I've completed *Banjo-Kazooie* and at the end it only shows three secrets. Will there be more?  
2: Will *Banjo-Tooie* still be the same collecting jigsaws, and will there be new levels?  
3: Why isn't there transformation in every level?  
4: When will the 64DD come out?  
5: Why did they call the lizard 'Gex'? People are taking the mick out of it, saying "Gex Sex."  
Kelvin Case, Bath

1: I wouldn't be at all surprised to find a few more hidden surprises within *Banjo-Kazooie* when the sequel appears.  
2: There definitely will be new levels, and probably a new, non-jigsaw puzzle objective.  
3: Because Rare didn't want it.  
4: Probably never in the UK, but Nintendo may yet surprise us.  
5: And that's a problem how? I wouldn't object to being known as 'Videogaming's Mr Sex', although with a mug like mine there's not much danger of it.

Dear 64 MAGAZINE,

1: Will *Pocket Monsters Stadium* be included with the 64GB Pak?  
2: Will there be a *Metal Slug* for the N64?  
3: On certain pictures of *Zelda 64*, I've seen Link standing with a coloured block around his sword, one blue and the other orange. Is this a special spell or move?  
4: When is *Donkey Kong 64* coming out, and have any shots been released of it?  
5: Will *Knife Edge* use a light gun, and if so will one be included with *Knife Edge* for a higher price?  
6: Do you recommend *Buck Bumble*?  
7: Is there a certain UK release date for *Turok 2*?  
Neil Cox, Chigwell

1: It's more the other way round, as you get the 64GB with *Pocket Monsters Stadium*.  
2: Nobody's said so yet, but anything is possible.  
3: It's a power attack that Link can learn.  
4: Only Rare know, and they're keeping very quiet about it.  
5: No.  
6: Roy loved it, I thought it was okay but nothing special.  
7: The word from Acclaim is 10 November, though this may change.

Dear 64 MAGAZINE,

1: Is *Mission: Impossible* worth buying?  
2: When is *Banjo-Tooie* coming out?  
3: Will *Banjo-Tooie* be on a 64DD disk?  
4: Which is the best game of these; *Mission: Impossible*, *Mortal Kombat 4*, *Banjo-Kazooie*?  
Michael Skogmann, Norway

1: No.  
2: Next year.  
3: Unlikely.  
4: *Banjo-Kazooie*, without a doubt!





to hit the ball 100% you don't have to enter the red part of the power bar, making it less likely to be a duff shot. If you go into the red to hit it, that will most likely cause a slice or hook.

I know the game is not perfect and that people like you say "it's just golf and a good walk wasted," but the same can be said of nearly every sport and *Augusta Masters* is very playable and enjoyable. *Augusta* is the first in hopefully a long series of golf sims.

Stephen Wilson, Ardrossan

Roy, who wrote the review, did play through to the 18th hole. Twice. I did the full round as well. And we both still think the game is bloody awful. It's not that it's a golf game – *Leaderboard* (C64/ST) and *PGA Tour Golf* (Mega Drive) were both great games – it's that it's a terrible golf game!

## Sega? Satan!

Dear 64 MAGAZINE,  
Beware of the Dreamcast, it is evil! Turn the Dreamcast's pad upside down and it looks like the devil.

AUUGHGH!

Robert Kalisiak, e-mail



Where is your Mario now, mortal?

You know, he's got a point.

## Moore Of The Same

Dear 64 MAGAZINE,  
In issue 17, Richard Piper asked about the man in the white tuxedo in *Goldeneye*, who was actually Sean Connery (as you said). He wanted to know if he is in the game. Well, I can safely say that he is, along with Timothy Dalton, Roger Moore and George Lazenby. To get them, you first have to have all 20 cheats and completed the game on all difficulties. Then you go to the 007 mode and set your health to 75, enemy health to 200 and enemy accuracy to 200. You then have to complete Aztec in under seven minutes. The new characters will be playable in multiplayer. This cheat is hard, though. My American friend told me it.

Simran Bedi, Southall

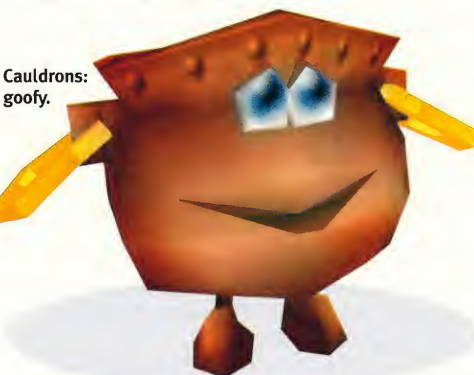
Ah, another victim of the *EGM* magazine April Fool! If you use an Action Replay you can bring

up pictures of Connery, Moore and Dalton (not Lazenby, though) on the character select screen, but in the game they all look like Pierce Brosnan. That's the nearest you can get to shلurred or eyebrow-raising Bond action in *Goldeneye*, sadly...

## Not Seeing Red

Dear 64 MAGAZINE,  
Although I'm not knocking your reviews, I want to know why you gave *Banjo-Kazooie* 4/5 on the lastability rating. It only took me a week to complete the whole game. Could you also tell me where the second red cauldron is?

Chris Edwards, Hexham



Cauldrons: goofy.

You didn't find the second red cauldron? Ha! Then you didn't complete the whole game, did you? Now go back and play it again.

## Hope For The Future

Dear 64 MAGAZINE,  
I would like to know what Mr Miyamoto and Nintendo have in store for us after this year. *Zelda 64* and *F-Zero X* look great, but after this big cartridge fest... well, what? Are Nintendo hoping to ride to glory on *Zelda*? I know that it'll make the money roll in like the fruits roll in Vegas, but is there any stuff going into development that is worth a second look, like *Perfect Dark*? And will we ever see the 64DD?

Also, I know that it won't make the slightest difference, but why do games nowadays insist on having the newest in graphical technology? *Yoshi's Story* is my prime suspect. This game looked beautiful but was boring, easy and lifeless; 50 quid for this cartridge! I still play Spectrum games that have more longevity



Perfect Dark: we want it and we want it now!

(anyone out there remember *Super Trolley* or *Back 2 Skool*?)

Anyway, now I've expressed my views on the subject, I am going to sit back and enjoy reading for as long as this mag goes on for. It's just so damn good!

Captain Codfish, address unknown

*Perfect Dark* is by Rare, not Nintendo. Once *Zelda* comes out, Nintendo actually has *no* confirmed cartridge games, apart from erstwhile DD RPG *Mother 3*, known to be in development! All the titles mentioned at Space World last year were meant for the 64DD. At the moment, Nintendo's future software lineup is entirely in the land of rumours, with *Metroid 64* and a sequel to *1080° Snowboarding* high on the gossip lists. There undoubtedly are more cartridge games in development, but for now they're keeping them close to their corporate chest.

## Which Way Is Up?

Dear Mr Publisher of *Nintendo Know-How Volume 4*,

I have tried the *Shadows Of The Empire* cheats and can't get them to work. Please send me the cheats in full detail, such as to play as an AT-AT it says press Up. Which Up?

Ralph Weir, Stroud

PS: If you don't reply I'll assume you don't know because you'd publish any rotten book without even looking inside. SO REPLY!

You know, Up, as in Up on the D-pad. You don't have to stand there and do a John Travolta dance or anything.

## Late Again

Dear 64 MAGAZINE,  
I'm fed up with the way that the British Nintendo-owning public are being treated. We have to put up with late releases of games like *1080° Snowboarding*, which has already been out in Japan for months and will still not reach our shores until November. Why is it that we always have games later than Japan or America? Is it because the developers of the games are from these countries? If so, then why don't British developers such as Rare get their games into the UK before Japan or America?

I was looking forward to a piece of hardware that had larger memory capabilities. If they give us a worldwide launch, perhaps companies such as Squaresoft will develop on the disks, which could pick up Nintendo's ratings in Japan.

Jonpaul Richardo, Abercynon

The delay of *1080°* was a marketing decision by Nintendo – it was decided that bringing out a winter sports game in summer wouldn't work. This doesn't stop people going skiing in summer, but what do people know? Ironically, another reason for *1080°*'s late release was so that it wouldn't conflict with *Twisted Edge Snowboarding* – which has itself been delayed!





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ECTS 98



## What was happening in Nintendo's world at Europe's biggest games show? Find out everything here!

ECTS

**T**he 1998 ECTS (European Computer Trade Show) was held at London's Olympia this September, and although it wasn't exactly overflowing with surprises on the Nintendo front, there was more than enough there to show that the year ahead for N64 owners is going to be very exciting indeed. Unlike last year, N64 games were thicker on the ground than a party of sunbathing village idiots. All the usual

journalistic faces were there, no doubt preparing their 'exclusive first mega-play!' headlines based on two minutes of looking over somebody's shoulder and a quick scan through the press release. Cynical about the whole games journalism thing, us?

The bigger and newer games are covered in more depth later in the magazine, so this is a round-up of everything else at the show – and that's quite a lot...

### TWELVE TALES: CONKER 64

Rare • 1999

Unlike at the E3 show, *Twelve Tales* wasn't present in playable form, but appeared only on video in Rare's miniature cinema. The video did show off *Twelve Tales'* environments to better effect than the crowded and noisy E3 could, with Conker able to interact with the scenery far more than Banjo ever could – one shot had him shaking conkers out of a tree to use as weapons! Comic-style thought balloons also pop up throughout the game to show what's on the bushy-tailed hero's mind, as well as giving useful hints about how to play the game. Meerkat fans are in for a treat as well – there's a whole extended family of the inquisitive little devils who follow Conker around!



### TWISTED EDGE SNOWBOARDING

THE Games • TBA

Boss Game Studio's hoped-for 1080° beater was playable for the first time. In terms of looks it's easily on a par with Nintendo's snowboarding game, with longer tracks and a lot more bizarre obstacles hidden among the snowdrifts – the first track, Easy Slider, has the crashed flying saucer from *The Thing* poking out of the snow!

The feel of the game is more cartoony than 1080°, which at the moment also extends to the control of your boarder. The feeling of



balance and precise control in the Nintendo powderfest isn't quite there in *Twisted Edge*, and you never quite feel as though you're racing on the very limit of losing it.

### GLOVER

Nintendo • October

The platform puzzler from Interactive Studios has now been snapped for distribution in the UK by Nintendo itself. It still looks like a taxing and somewhat different kind of game – we'll have the review next issue.



### NASCAR

EA Sports • TBA



This oval-based racer was slightly more advanced than the E3 version, and looked very promising when it was running – unfortunately, the demo version was prone to crashing, and not merely in the car-related sense! We'll have more on NASCAR when we get hold of a more stable version.



### QUAKE II

Activision • 1999

With glowing colours and enemies whose bodies twitch and slough off chunks of flesh under bullet impacts, *Quake II* looks a lot better than its predecessor. It's faster than before, with a bundle of cool lighting effects and – finally! – a proper four-player deathmatch, which on first inspection looked as though it could easily be a rival for *Goldeneye*. The 60% complete game at the show was still a bit jerky in places, but should when finished be smoother than a man's innards as they slip through the hole in his gut and coil onto the floor. Mmm, lovely.





# S Report



## NFL BLITZ

GT Interactive • November

American football played for comedy violence – who could argue with that? *Blitz* is based on an arcade machine, and is apparently

an almost 100% perfect conversion. It's certainly entertaining to play – no messing around with complex plays and mysterious squiggles and arrows, just lob the ball and stamp somebody into the ground! Review next issue.



## V-RALLY 64

Infogrames • November

This N64 update of the very good PlayStation game is a massive improvement on the previous racers from Ocean/Infogrames, and is scheduled to appear before the end of the year. Although the control of the car felt a little loose at this stage, it has the potential to be one of the machine's best racing games, with lots of tracks, detailed scenery and – if the feel of the PlayStation game is kept – excellent powersliding. The split-screen mode works well too, two players competing with the screen split vertically down the middle. Look out for more on this soon – it should be good.



## SCARS

Ubi Soft • October

The racing game with cars based on animals, proving once and for all that yes, Ubi Soft have the monopoly on mad games. The ECTS

version was fast and smooth, but fairly difficult to control. The varied weapons are fun and different (the 'hot potato' is certainly a weapon nobody's ever seen before) and the multiplayer game promises to be a good laugh. It's got some tough competition, though – will it be better than *Diddy Kong Racing*?



## TONIC TROUBLE

Ubi Soft • October

French strangeness alert! Ed, the hero of *Tonic Trouble*, is made up of floating body parts, and he lopes around a vivid, *Asterix*-like landscape trying to recover a lost psychedelic tonic before it causes too much trouble. And you thought the limit of Gallic weirdness was liking Jerry Lewis and setting fire to sheep.

One problem with the demo version was that Ed's loping gait felt rather slow, which was mildly annoying on the open sections but altogether more unnerving when he was trying to leap from wooden bridge sections as they collapsed behind him!



## RAYMAN 2: THE GREAT ESCAPE

Ubi Soft • November

Another French platformer with a weird hero (who is sadly lacking in connecting body parts) and brightly-coloured landscapes, which in many ways felt more than a little similar to *Tonic Trouble*! What's going on over there across the Channel? Left hand, do you know what right hand is doing?

*Rayman 2* is certainly a good-looking game, and felt a bit pacier than its near-twin, but since it comes out the month after *Tonic Trouble* is there a danger that we'll have seen it all before?



## MAGICAL TETRIS CHALLENGE FEATURING MICKEY

Capcom • TBA

It's *Tetris*. With Mickey Mouse. There's not really a lot more that can be said. While 64 MAGAZINE was looking at the game, a bigwig from Capcom Japan wandered past to take a look at the reception his company's first N64 title was getting. It was hard to suppress the urge to grab him by his tie and yell "*Street Fighter 64! Resident Evil 64! Now!*"

## KNIFE EDGE

THE Games • November

First glimpsed at E3, and to be honest it doesn't seem much better now than it did back in Atlanta. Although it

looks good, with fast-moving scenery and varied and interesting enemies, it is still at heart an on-rails shooter, a genre that should have been laid to rest a decade ago. No light gun option either.



# STAR WARS: ROGUE SQUADRON

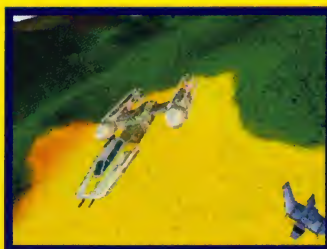
Nintendo • November

The word from Nintendo is that, although it hasn't yet been confirmed at the time of writing, *Star Wars: Rogue Squadron* will be



on sale in the UK before Christmas, and possibly as early as November! Another interesting piece of news about the game is that it will be the first Nintendo title to be compatible with Expansion Pak, and having seen them running, the hi-res visuals really do make a difference. Everything is a lot clearer and sharper, and the extra detail doesn't appear to affect the speed of the game at all.

There is still some fogging on the levels whichever graphics



mode the game is running in, though nowhere near as much as at E3 earlier in the year, and *Star Wars* fans will be biting their Wookies with excitement when they see all the familiar places and spacecraft in the game. Best of all, judging from the ship selection screen, skilled players will eventually get to fly the Millennium Falcon!

## JOHN MADDEN '99

EA Sports • November

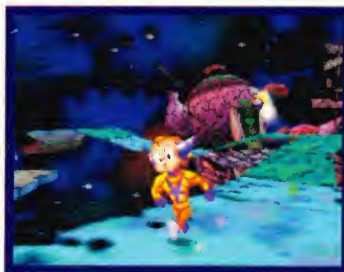
EA's long-running series of American football games was trounced sales-wise by Acclaim's *Quarterback Club*, despite having superior gameplay – the main reason being *Quarterback Club*'s hi-res visuals, which made *Madden* look chunkier than a Lego model of a Yorkie bar. The second N64 *Madden* game isn't going to make the same mistake – *Madden '99* has sprouted hi-res graphics, and looks every bit as good as *Quarterback*. Although Acclaim's latest update claims to have improved AI, so too does *Madden*, so this time the gridiron rivalry should take place on a level playing field!



## STARSHOT

Infogrames • October

Formerly *Space Circus*, this sprawling platformer stars the eponymous Starshot, a juggler who has been tasked with saving the Space Circus from the rapacious attentions of its evil rival in clown-related buffoonery, the Virtua Circus. Visually, *Starshot* looked impressive, but the large size of the levels felt likely to lead to a lot of tedious slogging around to get from place to place.



## SHADOWMAN

Acclaim • 1999



The incomplete N64 version at the show was seriously prone to crashing, so anybody who tells you they've played the game extensively did so on the PC version. Cheats! Said PC game is supposedly going to be almost identical to the final N64, apart from the amount of speech, so the final game should be an impressively scary experience.

Assuming Nintendo allow it, that is. *Shadowman*'s programmers have used authentic FBI reference material about serial killers in designing the game, and the disturbing nature of this might cause a few heart attacks at Club Mario when the game goes for approval!

## SUPERMAN 64

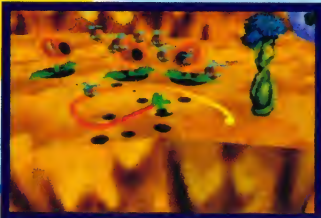
Titus • November

Oof! Where numerous supervillains have failed to kill the Man of Steel, this game might just do it. Probably the worst N64 game on offer at the show, *Superman*'s ghastly control method, lumpy graphics and absolutely dire four-player game are pure gaming kryptonite.

## CHAMELEON TWIST 2

Sunsoft • December

The sequel to last year's tongueathon, now (thankfully) seeming somewhat tougher to complete. The hero is still a chameleon with a talented tongue, but now with extra abilities and items like a parachute and different outfits. The landscapes are larger and more polished, at times looking like the worlds from *Mystical Ninja*, but the gameplay still retains the same unique approach of the first game. Use your tongue to climb, pole-vault and lick enemies to death!



## ROADSTERS '98

Titus • November

At first glance *Roadsters* looks a lot like its predecessor, *Automobili Lamborghini*, but is much improved once it gets moving. The cars are more varied, more detailed and have far better handling than the slot-car vehicles of the previous game. There are eight tracks in all, with races taking place over a variety of conditions. It remains to be



seen whether this or *Top Gear Overdrive* will be better, as they feel very similar.





## NBA JAM '99

Acclaim • November

The long-running basketball series gets a new episode in the increasingly crowded hoop genre. *NBA Jam '99* seemed to live up to the playability of its many predecessors, but it'll have a tough time trying to outdo Nintendo's own *NBA Courtside*. Just how many licences does the NBA give out a year anyway?



## HOLY MAGIC CENTURY



Konami • October

The European version of THQ's *Quest 64*, with a few minor changes to the rather tedious original game. However, the changes appeared to be pretty much cosmetic – different names for characters, slightly less emphasis on annoying random combat – so things probably won't be that much different.

## NFL QUARTERBACK CLUB '99

Acclaim • November

The second game in Acclaim's hi-res American football series comes with the intriguing news that it will apparently support Nintendo's Expansion Pak. Since this is normally used to let a game use hi-res graphics, which *Quarterback Club* already has, what difference this will make is a mystery... The game's visuals are already better than before, with supposedly better player intelligence as well. Since one criticism of the original game was that it didn't play as well as *Madden*, the contest should be tougher second time around.



## TOP GEAR OVERDRIVE

THE Games • November

Although not being programmed by original coders Boss Game Studios, *Top Gear Overdrive* follows in the wheel-ruts of *Top Gear Rally* by including the same realistic-feeling control and hidden shortcuts for the adventurous. This time round, all the cars have glossy highlights a la *Gran Turismo*, and there are some gorgeous photo-realistic backdrops to the action.



## RAKUGA KIDS

Konami • November

This strange Japanese beat-'em-up – a combination of *Parappa The Rapper* and *Pocket Fighter* – seems to be aimed squarely at kids, as the style of play was rather simplistic. The plot of the game, as far as we could tell, involves the graffiti art creations of a bunch of children, who then come to life and duke it out to determine who is the best tagger. Or something.

Although the combat system is the nearest the N64 has come to *Street Fighter*, the game itself didn't seem that impressive. Skill does not appear to be an entry requirement...



## MISSING IN ACTION

Although Nintendo's stand had a huge poster display of all the N64 games at the show, some titles were noticeable in a not-there sense, despite much hunting around and probing every last corner. So, MIA games included...

**Charlie Blast's Challenge**  
(THE Games)

**Fighting Force 64**  
(Eidos)

**NHL Breakaway '99**  
(Acclaim)

**NHLPA '99**  
(EA Sports)

**Rush 2: Extreme Racing**  
(GT Interactive)

**Carmageddon**  
(SCI)

**Re-Volt**  
(Acclaim)

**Hype: The Time Quest**  
(Ubi Soft)

**Survivor: Day 1**  
(Konami)

## 64SIGHT

Now you've had the starters, keep going for the main course! Over the next 24 pages, you can find in-depth coverage of the biggest games at ECTS!

**Turok 2: Seeds Of Evil** 20

**Perfect Dark** 24

**Jet Force Gemini** 26

**Earthworm Jim 3D** 28

**Duke Nukem: Zero Hour** 30

**The Legend Of Zelda: The Ocarina Of Time** 32

**Extreme G 2** 34

**Castlevania 64** 36

**Hybrid Heaven** 38

**Body Harvest** 40

**Penny Racers** 42

**WCW/NWO Revenge** 44

**Rat Attack** 44



# 64sight

20

Where can you see tomorrow's games today? Right here in 64sight, the ultimate preview bonanza!

Time for a little Turok and roll!

## Turok 2: Seeds Of Evil

**T**urok 2: Seeds Of Evil is one of the most eagerly awaited games on the N64 since *Goldeneye*. As a result, we had to go through no end of hassles to get hold of a preview copy! But now we have it, and you can see what all the hoopla is about...

Turok's adventures in the sequel to his first big-selling game see him

defending the Lost Lands against an alien invader, the Primagen, who has been imprisoned in his crashed spaceship for millions of years. In an

### **TUROK 2**

**Publisher:** Acclaim  
**Developer:** Iguana  
**Release Date:** November '98



### Ban This Sick Filth Now!

It's official - *Turok 2* is the most gruesome game ever! Until the next one. No doubt the tabloids will be outraged, but hey! It's only a game...



Now that's gotta hurt!



You can see right through the hole...



...and chuckle as his innards slide out. Arf!



► Compys are annoying enemies – normally found feasting on carrion, if approached they jump at you like packs of demented rabbits.

▼ Depending where you hit them, enemies can lose parts of their body – arms, legs, or, in the case of this Fireborn, their entire head!



▲ Not many games can claim that their enemies look just as good on the inside as they do on the outside, but *Turok 2* can!



# vii

effort to free himself, Primagen has sent out his servants, genetically modified dinosaurs, into the Lost Lands to destroy the energy totems holding him prisoner. If the totems are destroyed, Primagen will be free – free to use his immense psychic powers to enslave all of humanity!

Turok is summoned by Adon, representative of the elders of the Lost Land, to protect the energy totems and



▲ Ventilate someone while in the water, and not only do the blood splashes cause ripples, but they even turn the water pink!

## View To A Thrill

Yes, we have seen *Turok 2*'s high-resolution modes. And yes, they look absolutely spectacular. And yes, once you've seen games running in 640x480 mode you don't want to go back to boring old lo-res. But no, we can't show you them.

Why not? It's very simple – *Turok 2* is still unfinished (despite 'reviews' in some magazines) and although we had a memory expansion installed in our N64, in hi-res mode the game kept crashing after a minute's play – if we were lucky enough to last that long.

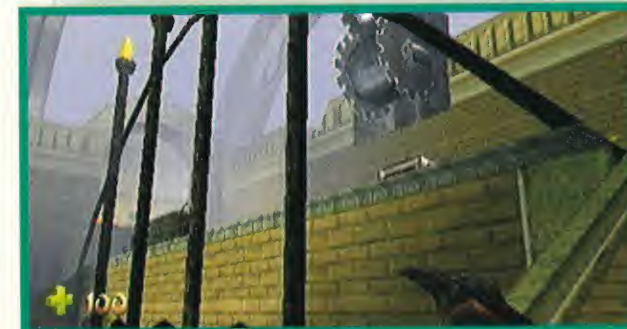
So until we get a more stable version, you'll sadly have to make do with these few shots here. But even so, you can see just how good the future of gaming will look...



▲ The standard lo-res mode. This is all you'll ever see if you don't have an Expansion Pak installed.



▲ Whack in an extra 4Mb of RAM, and this is what you see instead. Crisper than a pack of Walkers!



▲ For the ultimate gaming experience, if you've got a widescreen TV you can enjoy *Turok 2* in Vistavision!

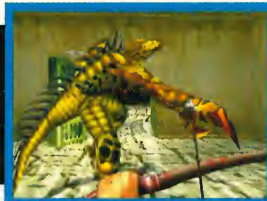


**TALON**

One of Turok's basic weapons, a blade that can cause a nasty nick.

**WAR BLADE**

A nastier kind of knife, with twin blades and probably a swivel head.

**BOW**

Turok's other initial weapon, a good old-fashioned bow and arrow.

**TEK BOW**

With zoom function and explosive arrows, this is much nicer!

**PISTOL**

All those gun nuts out there will love this efficient little number.

**Kill! Maim! Mutilate!**

In *Turok 2*, Turok has 20 (count 'em) weapons to choose from! The game doesn't wimp out from showing gore, either. Here, with their morally offensive results measured on the 64 MAGAZINE exclusive Mary Whitehouse-o-meter, are the 20 steps to death...

► The more powerful weapons blast right through Turok's enemies, splattering their blood all over the walls like a Peckinpah film.



▲ Wey-hey! It's a high-resolution combat shot! Four times as many pixels, and even more spurting blood.



▲ A nest of giant wasps lurks deep in the marshes. Simply rolling up a magazine just isn't good enough to get rid of these bugs!



▲ Good shooting (or a ludicrously powerful gun) can blow Primagen's forces clean in half, leaving just a few protruding bones.

to give Primagen a hard slap. His battle rages over six levels, each divided up into sections connected by teleporters. First port of call is the coastal town of Adia, which has been overrun by

Primagen's dinosoids, and then the carnage moves through the River of Souls, the Death Marshes, the Lair of the Blind Ones, the Hive of the Mantids, and ultimately to the biomechanical lair of Primagen himself, the Lightship. Only six worlds? Maybe, but that's six *huge* worlds!



▲ Teleporters transport Turok between different sections of each world.

► Blow off a raptor's head and it just leaves a tiny neck stub.

**PLASMA RIFLE**

What happens when superheated plasma and flesh meet? Whoomph!

**FIRESTORM CANNON**

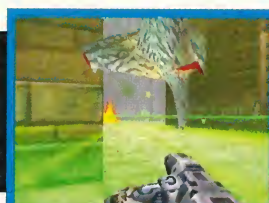
The gatling gun of energy weapons! Hose 'em down, boys!

**SUNFIRE POD**

Not really a weapon, this flare temporarily blinds enemies.

**CEREBRAL BORE**

So gruesome we gave it its own boxout! The funniest weapon ever.

**PFM LAYER**

Mines are morally wrong. Except in videogames.







### MAGNUM PISTOL

"It can blow your head clean off, punk!" Clint's not kidding!



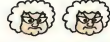
### TRANQUILISER GUN

Some puzzles require you to put your enemies to sleep. Bless 'em.



### CHARGE DART RIFLE

Paralyze the bad guys with 30,000 volts of taser power!



### SHOTGUN

The old favourite of all shoot-'em-ups. Cla-click. Boom. Splat.



### SHREDDER

Not the Ninja Turtles' villain, but a reflective laser. Ricochet alert!



▲ The Pur-Linn infest the Death Marshes, and some of them have been equipped with powerful weapons. Luckily, so has Turok!



▲ The defenders of Adia weren't much cop! To the right, on the wall, is a switch – activate all of these to clear Turok's way.

## Am I Boring You?



Top of the grossness scale has to be the Cerebral Bore. This weapon only works on targets with intelligence, but once it's locked onto their brainwaves there is no escape! Once fired, the Bore homes in relentlessly, just like a pub bore, and proceeds to drill out the contents of the victim's skull in a slurry of blood and brain matter. Delicious!



The version of *Turok 2* we played was still lacking a deathmatch game and only featured two of the six worlds (Adia and the Death Marshes), as well as having fogging that couldn't seem to make up its mind whether to close in or pull back. Since the game is now in its

final stages of development, and almost every day sees a new, improved version arriving at Acclaim HQ, all of these problems should be fixed by the time we get a copy to review next issue!

One thing is certain – *Turok 2* is possibly the goriest, sickest videogame ever. Which is fine by us. The squeamish can tone down the blood, but where's the fun in that?



▲ This is a save point – once you pass through it, should you die you restart the game here instead of at the beginning of the level.



► Once activated, a distress beacon sends out a cry for help into the sky. If you've got time to waste, you can try to shoot down the gulls!

◀ The flamethrower is a useful weapon for clearing out areas below you if you can't be bothered to aim properly.



### GRENADE LAUNCHER

Hidden enemy? Just bounce a few grenades into their cubbyhole.



### SCORPION LAUNCHER

When locked on, fires a devastating triple barrage of homing rockets.



### FLAMETHROWER

Spray gallons of blazing napalm and watch baddies die screaming!



### RAZOR WIND

It's a frisbee. With razor blades. Hours of fun!



### NUKE

No-nonsense devastation. Charge up, point and shoot. End of problem!





# Perfect D

## Don't be afraid of the Dark!

► The amount of graphical detail is already several steps higher than *Goldeneye* – and *Perfect Dark* isn't even finished!



▲ The game may look great, but pictures like this are always tough to caption. We want to see some aliens getting shot in the face!



▲ Joanna in mufti, posing in front of a sunlit sculpture in her flak jacket. Rare might not want Lara Croft comparisons, but sorry, she's a babe!

It's the game that's at the top of just about everyone's 'I would tear out the throat of a cuddly little puppy with my *teeth* to get this game' list, and... it wasn't at ECTS. Well, arse! However, Rare did lay on a little cinema enclosure on the Nintendo stand, inside which a select handful of viewers got to watch a video of the company's upcoming products unfold in all its surround sound glory.

And yes, *Perfect Dark* (or 'Perfekt' as the cheesy sign on the stand said – hmmm) is really deserving of the word glory. Some of the video footage was familiar from the American E3 show earlier in the year, but there was enough new stuff to get drool-slathered tongues unfurling floorwards, futures mortgaged, grannies sold and so on.

Although Rare are not at all keen to have *Perfect Dark* referred to as a *Goldeneye* sequel, fans of the Bond game will be happy to see that there are links to the old classic. Blow away a guard or two and heroine Joanna Dark

can pick up some familiar weapons, like the Cougar Magnum and the ZMG. *Goldeneye*'s gameplay also still appears to be intact, with lots of sneaking around corners, sniping at people from above and putting dozens of shots into Judge Dredd-lookalike security guards and yuppies in red suits.

Although there have been Internet rumours of a two-player co-operative mode as well as the regular deathmatch, a quick call to Rare confirmed that this was part of a 'wish list' that may or may not be implemented, depending on time and technical limitations. Fans of friend-killing will, however, be relieved to know that the deathmatch game is very



▲ If I were wandering through the corridors of a rather alien-looking ship, I'd want more than a puny pistol for protection. Got any nukes?

### PERFECT DARK

**Publisher:** Nintendo/Rare  
**Release Date:** 1999



▲ In Japan, any club with 'pink' in its name would be a strip joint. But it's not in Japan. Damn!



# ark

much a part of the plan, along with 'acoustic shadowing', whatever the hell that might be. 'Realtime ray tracing' also seemed an impressive boast, given that ray tracing normally needs either a Cray supercomputer or a parallel processing setup the size of St Paul's Cathedral to work quickly.

Whatever the jargon, *Perfect Dark* looks superb, with eye candy like floors so polished they reflect everything that's on them; metallic objects – even Joanna's guns – with a sheen that shifts as you move and even as the lighting changes; and a sun glare effect so

► The strange laser-like lighting effect is either because Joanna is somewhere alien, or in a nightclub.

▼ In her mission to expose the sinister dataDyne corporation, Joanna happens across a holographic stargate.



realistic that it makes the usual lens flare trickery of other games look like somebody knocked it up on their Amiga.

Compared to *Goldeneye*, *Perfect Dark*'s levels are huge, with a lot more emphasis on the vertical axis. Glass-



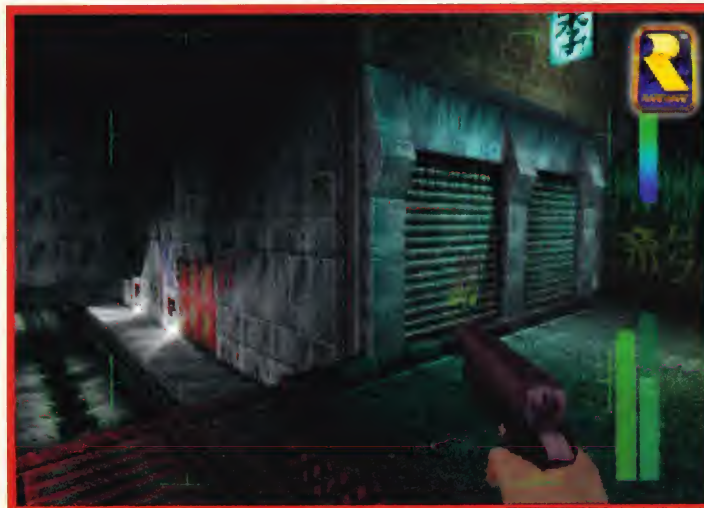
▲ *Perfect Dark*'s levels not only have a lot more lighting effects than *Goldeneye*, but are multi-floored affairs. Sniping action ahoy!

sided lifts ferry passengers up and down the hi-tech floors of the Datadyne (or dataDyne – it's one of those companies that uses intercaps in its name, so it's obviously evil) building, and if Joanna goes to a window she can look down at the surrounding city below. As for the chambers of an alien ship visited later in the game... you just have to hope that Joanna doesn't suffer from vertigo!

Add to all this an extremely ominous orchestral soundtrack (turn up the bass for full effect) and a variety of outfits for our heroine, like the stylish Oriental number modelled on these pages, and you've got what's certain to be the biggest hit since... well, Rare's last game. Only one question – when she's riding the hoverbike, how can Joanna manage to hold a gun in each hand as well?

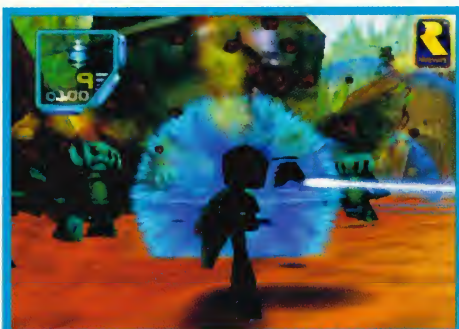


▲ Joanna isn't just limited to her previously-seen combat gear. Very nice! Note the sun glare effect, which washes out the windowframe.



▲ Joanna always seems to have some kind of computer display overlaid on her vision. Bionic eyes? Built-in computer? Cyborg? Wait and see...





▲ An unlucky insect explodes into about a zillion gooey chunks as Juno legs it. He's silhouetted by the blast behind him – a nice effect!



▲ Hey, wait a minute! Nobody said anything about this being a platform game! Somebody's going to die screaming for this.



▲ It's *Scooby Doo* for the new millennium! Not keen on the new look for the Mystery Machine, though Scooby needed a gun years ago.

# Jet Force G

*May Jet Force be with you!*

**W**hat would be the best way to describe Rare's *Jet Force Gemini*? How about an anime version of *Starship Troopers*, done in the style of *Roadrunner*?

Heroes Juno (bloke), Vela (bird) and Lupus (hound) are out to save the world

▶ Juno lets rip with his machine gun, shells spewing from the gun nearly as fast as blood from his targets!



▼ Vela waits for a deadly lightning field to die down. Check out the realtime lighting effects!



from the villainous Mizar and his armies of giant insects. Their chosen method of world saving involves big guns, and lots of them. Sounds like a plan!

Although the opening cutscene at first looks like a moody *Alien Resurrection* affair as a huge spacecraft, Deep Star 2, rumbles past the camera, the true style of the game soon becomes apparent as the heroes' little ship burbles into shot, *Thunderbirds*-style flames spouting from its three engines. The other cutscenes on show also looked quite spectacular,

**JET FORCE GEMINI**

**Publisher:** Nintendo/Rare  
**Release Date:** Spring '99

an impressive one being a flypast of a huge planetary vista with a bizarre rocky island sticking up from an ocean. *Lylat Wars* might just have to pack its bags and go home.

The three different heroes have different abilities and specialties, which have to be co-ordinated to complete some of the puzzles they encounter en



▲ The floor is on fire! Time for Lupus to ignite his feet and do that ol' flying dog thang.





▲ Rocket-powered cyborg dog Lupus takes to the air to avoid a party of purple goons. Saves on having to take him for walks, I suppose!



▲ Displaying an amazing lack of tactics, waves of aliens line up to be blown to bits by Vela's huge hand cannon!



▲ Weird alien environments abound in *Jet Force Gemini*. Lupus wanders through a bizarre tunnel, looking to mark his territory.

# emini

route to major Mizarian butt-kicking. Lupus the dog, for example, has rockets built into his feet, allowing him to fly over obstacles. They're not called Jet Force for nothing.

Despite the presence of puzzles, *Jet Force Gemini's* main attraction is its non-stop cartoony violence. Weapons on show at ECTS included a high-voltage taser, a blade gun that slices off enemies' heads at the mouth, all manner of extremely destructive grenades and a chain gun that provided no end of amusement as it slaughtered dozens of screaming insects and spewed out thousands of spent shell casings. Yup, our kind of game.

Most of the time, the heroes are shown from a third-person *Tomb*

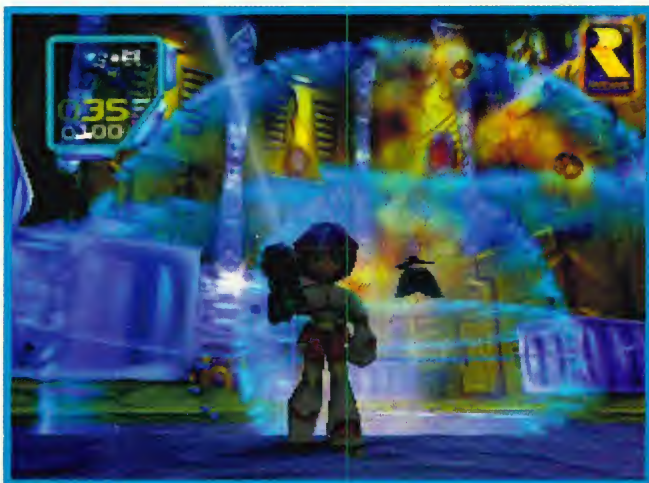
*Raider/Banjo-Kazooie* perspective, above and behind the character, but when the shooting starts the view can also swing in to a *Mission: Impossible*-style angle behind the character's head, which conveniently goes transparent so that you can get a clear view of the carnage. There is also a hovering drone accompanying the player, although its exact function isn't yet clear. Hint provider? Backup gun platform? Witty quipster? Just as long as it doesn't go "Biddi-biddi-biddi" its presence is fine by us.

With Rare's now-obligatory realtime lighting effects and surround sound, as well as a deathmatch game and the promise of a two-player co-operative mode



(exactly how this will work is still being decided by Rare) *Jet Force Gemini* shouldn't have any trouble in barging out of the shadow of its more 'serious' partner *Perfect Dark*. Get ready to swat insects on a cosmic scale in the early part of 1999!

▲ For one nasty moment, Vela thought she was being attacked by Bomberman. Slowly, she raised her gun...



▲ One of *Jet Force Gemini's* crowd-pleasing features is its explosions. They're big. They're very big. And anything caught in them bursts messily!



▲ Just what you need, dozens of monsters attacking as you're walking over a pit of molten steel.





▲ Die, evil robots, die! Corpulent clankers are just one of the many, many types of strange enemies in the depths of Jim's mind.



▲ Somehow, a three-line caption had to be coaxed from the screenshot of Jim walking down a blue corridor. Could it be done? Yes!



▲ In a world made up of food, does Jim head for the caviar and foie gras? Does he hell, he makes a bee-line for the cornflakes. Live a little, man!

# Earthworm Jim 3D

## One worm that's not for turning!

If you want weirdness in a game, you never need look much further than Earthworm Jim's exploits. His past adventures on the SNES and Mega Drive have been full of bizarre characters that make you fear for the sanity of their creators, and anyone hoping that a move to the third dimension would calm things down is sadly mistaken!

In *Earthworm Jim 3D*, the unstoppable invertebrate has suffered a bad bump on the head and (quite literally) lost his marbles. The halfwit hero's collection of

▶ It's behind you! Years of experience haven't really helped the worm guy to anticipate danger...

glass spheres have been scattered among the furthest recesses of his tiny mind, and the only way Jim can save his sanity and wake up is to journey into the depths of his subconscious and pick them all up again. Yes, the *Earthworm Jim* games are still a long way from turning into *My Dinner With André*.

Most of the action takes place in themed platform levels, the style of which shows that either Jim is a very sick individual indeed, or that he ate a lot of cheese just before he got clonked on the noggin. A level that was featured at ECTS was 'Boogie Nights Of The Living Dead', which – as you might expect – features lots of Travolta-dancing zombies in flares from Hell, strutting their funky



▲ Who would have imagined that deep in Jim's subconscious was a memory of a trip to Canvey Island?



▲ Our spineless hero is quite obviously suffering from the after-effects of a 'tap' on the head. Ow! Please don't throw stuff.



▲ The cartoony animations of previous games are still there, but now presented in 3-D.

**EARTHWORM JIM 3D**

**Publisher:**

Interplay

**Developer:**

Vis

**Release Date:**

December '98





▲ Yes, there's a sale on Hellenic architecture this week only! Hurry up and get yourself down to Court's!



▲ Character has always been one of Earthworm Jim's strong points – he's voiced by the guy who does Homer Simpson, y'know.



▲ Jim's combined invertebrate/bionic body gives him certain advantages, like an extra appendage!



► More hot robot action in a world of industrial cheese.

stuff to a selection of dodgy disco hits. If Jim finds the record player that's pumping out the tunes, he can jump onto it, run back and forth and perform a bit of impromptu scratching!

You can't have a disco without crowded toilets, of course, and if Jim wanders into one of the side rooms he can join the queue for the khazi. The assortment of straining, splashing and general farting noises from the cubicles proves that good old-fashioned toilet humour didn't die out with the *Carry On* films. If Jim makes a nuisance of himself, not only do the occupants emerge from the cubicles and attack him, but even the toilets themselves jump out and have a go!

Jim is still as multitasking as ever – as well as the usual shooting, running and jumping provided by his bionic body, he can use his wormy head to grab hold of ropes and swing around. If getting around on foot is too much for him, he has alternatives – his 'pocket rocket' mini spacecraft is still with him, and in several subgames he has to surf down a series of courses (ranging from a giant washing-up bowl to a torrent of putrid slime) on the belly of a pig.

Many of Jim's old enemies, like Evil the Cat and Psychrow, have taken up residence in the darker corners of his brain, and there's a whole load of new



▲ Squeal, piggy, squeal! One of the subgames is the pig slide – Jim surfs down a course filled with soap suds on a pig's belly.

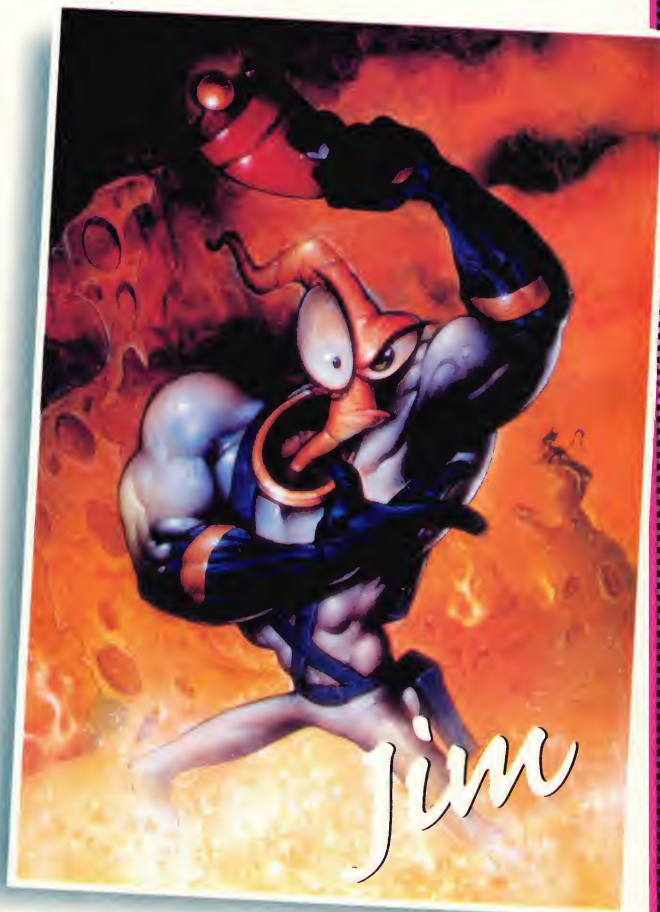
adversaries just itching to send him on a one-way trip to the loony bin. With levels ranging from a haunted castle (where the vampires attack you with steaks – badabing!) to a food-themed world that ends with Jim shovelling pizzas into the hungry mouth of an imprisoned Elvis impersonator until he reaches such a size that he explodes from his cage, insanity is just a step away. *Earthworm Jim 3D* – the game that yatta fting fting wibble! It's mad!



▲ The corpse of a fat Gladiator has a go at poor Jim. So that's what happened to Wolf!



◀ Robots in disguise! Disguised as, er, other robots.





# Duke Nukem:

## Hail to the King again, baby!

**DUKE NUKEM:  
ZERO HOUR**

**Publisher:** GT Interactive  
**Developer:** Eurocom  
**Release Date:** Spring '99



◀ These foggy levels are pretty atmospheric, lit only by the sparse but nicely designed old-world street lamps.

**A** pleasant surprise at the show was a last-minute appearance by the grand old Duke of gore himself, under the still yet-to-be-confirmed nomenclature *Duke Nukem: Zero Hour* (although it will definitely be called that in the US).

The version running behind closed doors in the GT Interactive suite was still a very early one, and as a result the various stages were on the whole somewhat bereft of the usual gun-toting pigs. What characters there were, including the familiar besnouted coppers and some more unusual pig-indians, were fairly impressive, if still a little thick. Their AI had obviously not yet been sorted, so as a result they killed each other as often as they did the boy Nukem, then continuously blasted his poor prone – but impressively detailed – 3-D body once they had popped numerous caps in his ass.

▶ Wandering around the streets of this city, you begin to get an idea of how big this game is.



▲ As this game has Duke moving through different time zones, it's inevitable that he'll end up in the future at some point. Could this be an alien craft?





# Zero Hour



Changes from the PlayStation version include a few different time zones for Duke to rampage through, and also better animation. Duke no longer looks as camp as a row of tents when he runs sideways, for instance, instead doing a macho stepover move.

The level of detail was fairly low on most of the backgrounds, as the game is still a few months from completion, but some nice touches were already evident, like the tumbleweed on the cowboy level and the various posters scattered around the cityscape. A few of these were somewhat risqué to say the least, so whether they'll survive to make it into the final version remains to



be seen! After all, in the first *Duke Nukem* game on the N64, Nintendo went so far as to replace beer bottles with lemonade...

*Duke Nukem: Zero Hour* promises four-player deathmatches with some awesome weaponry and also the two-player co-operative that fans will be familiar with from the first game. The control system is currently *Turok*-style,

▲ The levels in *Duke* are big, and many are reminiscent of *Tomb Raider*, only with better graphics!



▲ The buildings and scenery in this second N64 *Duke Nukem* game are a great improvement over the first.



▲ Tunnels feature fairly heavily on this level, but other levels are more open, giving you much more freedom of movement.

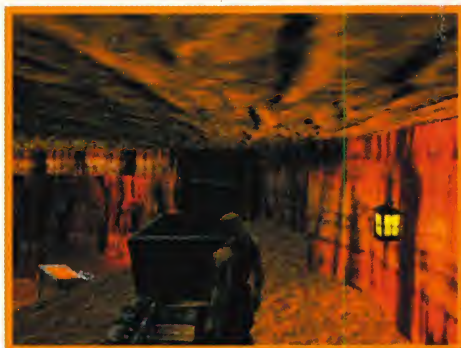
with movement on the C buttons while the analogue stick aims. However, before *Goldeneye* fans throw up their hands in despair, rest assured that because of the third-person *Tomb Raider*-style perspective, this control system works really well. *Turok*'s problem was that it was easy to confuse yourself by inadvertently looking up or down when you wanted to go forward, and jumping was basically a nightmare. The fact that you can see Duke on screen means that the confusion is removed, and the controls allow for some fast moving and shooting action.

We'll bring you more on what's shaping up to become a great-looking game, very soon!



◀ I've heard of dark, but this is ridiculous! And what are the odds that Duke didn't bring a torch with him?

► A medieval castle is just one of the obstacles Duke must overcome on his quest to kick piggy butt.



▲ This mine is dark, lit only by lanterns which flicker realistically. Who knows what evil porcine enemies may be lurking in the shadows?



▲ In the version of *Duke* running at the show these streets were pretty deserted. Rest assured that this won't be so in the final version!



▲ The weaponry in the new *Duke* game is fairly impressive, allowing for some interesting combat in the four-player deathmatch modes.





▲ The map shows the immediate area, which can itself be quite large, but is only a tiny part of the whole game map.

## ZELDA 64

**Publisher:** Nintendo  
**Release Date:** 27 November



◀ Like Doctor Doolittle, Link can talk to the animals. This huge owl is a valuable source of information.



◀ It's Seventies Night down at the local nitespot, and they're giving it some large on the dancefloor.



▲ Water was an obstacle in previous *Zelda* games, but now Link can dive right in. Sure hope the other swimmers are friendly!



▲ To get around larger areas, Link can hop onto a horse and gallop around. The carrots are used to increase the horse's speed.



▲ The forest around the Deku Tree has its own share of hazards, as even the plants have a grudge against youthful elves.

# The Legend The Ocarin

## It's about time!

**N**intendo's big title at ECTS was, for the first time, playable as a game instead of a selection of fight scenes. This did, of course, mean that it became a lot harder to work out what was going on, as players had to start from scratch!

The structure of the game will be familiar to anyone who's played a *Zelda* game on an older Nintendo machine. Link starts out fairly useless, but quickly acquires weapons, defences and skills by meeting with certain people and



▲ The red cursor shows that Link's attacks are locked onto a single target – in this case, a rather aggressive red cabbage.



▲ The flickering light buzzing round Link's head is Navi, a fairy whom Link meets early in the game. She gives him help throughout his adventures.





▲ Subtle effects like the rippling water around Link add to *Zelda*'s visual appeal. This might just be the best-looking game ever!



▲ Jabba the Hutt's more athletic brother is the ruler around these parts. "Oh, I wish I had a magazine to read." Parumph!

# Of Zelda: a Of Time

fulfilling missions for them during the course of his quest. The world of Hyrule is also familiar in many ways, although of course it's now presented in lush 3-D.

The game starts with Link as a child in his home village, from where he has to talk to the locals and find the equipment he's going to need for his quest – a watchman won't let him leave the safety of the village and go out into the surrounding forest until he's got a shield, for example. As in earlier *Zelda* games, Link can regain lost energy and find useful items through acts of wanton vandalism, picking up pots and uprooting plants before smashing them against the nearest wall to reveal their hidden treasures.

We've covered *Zelda* often enough in the past that you shouldn't need us to



▲ The game takes place in two periods of Link's life, but in both time zones he's still got the same dodgy fashion sense.

say much more about it, other than now that all the pieces have been put together and the game is in its final stages, it looks every bit as good as everyone hoped. We don't have to wait all that long to play it either – assuming

## Mr Boombastic

As in earlier *Zelda* games, bombs can be used to destroy obstacles and knock holes through walls. Here's how...



First find your bomb. In Hyrule, bombs grow like weeds!



To collect a bomb, just pull it out of the ground.



These boulders are blocking Link's path. Light the blue touchpaper...



...and give it some high knees before the place explodes!



▲ "So, French, are you? Well, let's see how you like having your legs ripped off and eaten, punk! Come here!"

Shigeru Miyamoto and his army of programmers can get it all finished in time! In the meantime, gorge yourself on what should hopefully be the final set of preview screenshots before the actual game arrives...



▲ One of the inhabitants of Link's home village. Talking to people gets Link helpful advice, and sometimes useful items.



▲ A rare moment to admire the scenery as Link looks across a gorge at a pretty waterfall. Horrible monster doom is doubtless seconds away.





▲ This power-up surrounds your bike with a plasma cannon on a ring, which automatically rotates to track – and fire on – the other bikes.



▲ XG2's hi-res mode (if you've got an Expansion Pak fitted) makes everything a lot sharper. The game's speed does seem lower, though.



▲ The general was getting impatient. The bike messenger bringing his Sidewinder missiles should have been here hours ago – what was he doing?

# Extreme G

**Get ready to go for the extreme... again!**

**A**claim is obviously prepping up for a major Christmas onslaught this year on the Nintendo 64. As well as a certain dino-related kill-fest, Acclaim also has

another sequel which is close to completion, *Extreme G 2* – or XG2, for those in the know!

Although the original *Extreme G* was initially well-received, there were a number of factors that made the game slightly less enjoyable than it could have been (one of the main faults being that the player spent too much time banging into the sides of the narrow tracks). However, the game's developer, Probe Entertainment, has listened to all the comments and criticisms aimed at *Extreme G* and made a number of changes to XG2 accordingly.

For a start, the bikes are significantly more detailed, looking a lot less like bricks on wheels, and the tracks are wider too! The changes don't stop there, as even though some of the weapons from

the original *Extreme G* make a return appearance, they have been completely redesigned from scratch.

As before, there is a truckload of hidden cheat modes! One of them lets you run along the tracks as the rider of



► The recharge zone is divided into two strips. One side recharges your shields, the other your weapon energy.



▲ The multiplayer battle game features tanks instead of bikes, but the idea is still the same – kill them before they kill you.



▲ The bikes are fitted with shields that prevent them taking too much damage on the sides of the tracks.

EXTREME G 2

**Publisher:** Acclaim/Probe  
**Release Date:** November '98





▲ The bikes in XG2 have been upgraded since the first game – they now flex in the middle as they go around corners (or up walls).



▲ Sponsorship rears its head in XG2. The in-game timers are sponsored by Storm, Diesel jeans adverts are everywhere and the secret bike is a Honda!



▲ Unlike the original *Extreme G*, this time round players can also see the riders as well as just the bikes, giving a proper sense of scale.



▲ Each bike starts the race with three turbo boosts. On some tracks, they're almost essential for clearing the longer jumps.

# 2

the futuristic bikes, whilst another transforms the bikes into strangely familiar hovercraft-like vehicles, which of course don't have anything to do with *Wipeout*... Visually, the game is simply stunning and vastly improved upon the original *Extreme G*. XG2, like *Turok 2*, makes use of the Expansion Pak (the release of which looks set to coincide with both *Turok 2* and XG2), and is simply jaw-dropping to look at in hi-res mode.

XG2 has a four-player option, allowing players to race against each other or shoot it out in specially designed battle arenas where the bikes are transformed into tanks! Probe has also gone to town on the aural side of things; commentary is supplied via a deliciously sexy French



voice actress, meaning that previously mundane words such as 'mortal' and 'extreme' gain an alluring quality when spoken in XG2.

Due for release in November, XG2 will be duking it out for the top-selling N64 future-racer with Psygnosis' *Wipeout 64* and Nintendo's own *F-Zero X*. That's fearsome competition, but initial impressions are certainly promising!

▼ Arcade mode puts your bike on the track along with a number of speeding drones. How many can you destroy?



▲ As in the first game, weapons pods fly in and attach to the top of your bike. This gun makes a mess of anything directly ahead!



▲ XG2 has interactive lighting effects, unlike the first *Extreme G* game. Waste another driver and watch the track around them light up!



▲ The landscapes through which the tracks wind are a varied lot – this near-vertical drop leads into a pleasant forest.



▲ Winning a race lets you have a good look at all the new detail on the bikes. It's even better in hi-res mode!





▲ Huge underground chambers disappear into the darkness. Parts of the game feature platforms to jump from, so hone up your skills on *Mario 64*!



▲ Old favourites from previous *Castlevania* games are now back in 3-D – say hello to Messrs Collapsing Floor and Moving Platform.



▲ Schneider's whip is a useful weapon, as it can take down an enemy from a distance before they sink their fangs into him.

## Dead man stalking!

**CASTLEVANIA**  
**Publisher:** Konami  
**Release Date:** 1999

# Castl

**F**irst the bad news. *Castlevania 64*, at one time scheduled for a late-1998 appearance just in time to terrify the masses for Christmas, has been put back until Spring 1999. Now the good news – the reason for this is that the game's creators at Konami have decided that if it's going to be done, it's going to be done right. The extra time is going to be spent to make the long-awaited N64 update of a classic series of games so good that you might just suffer a brain aneurysm through sheer gobsmackedness.

*Castlevania 64*, or *Dracula X* as it's known in Japan (due to the different laws on copyright) follows the same lines as its 16-bit ancestors. Dracula,

lord of the undead, sucker of blood, non-user of mirrors and the like, is sending forth his ghastly minions to take over the land. Ace vampire hunter Schneider Belmont (or 'Shunider', as the Japanese version calls him) and his mates are the only hope for the still-breathing section of humanity!

The ECTS demo had six levels, three of which were bosses (including Death himself, who worryingly wasn't the final boss – this must mean that there really is a fate worse than death!) and three of which were early stages of the game. These levels (Forest, Inside Rampart and Courtyard) show off the visuals well – although everything's as dark as you'd expect in a game heavy with the stench of death – they're crammed with detail, especially once you get inside the richly-textured castle.

It's the creatures of the night where *Castlevania 64* really excels, however. Early enemies include animated

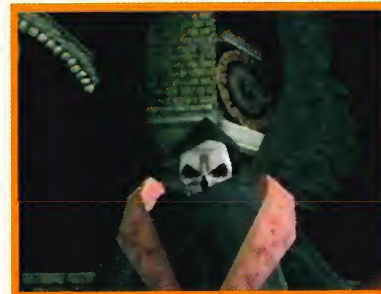


▲ The former residents of the area are now all fully paid-up members of the undead, a bit like in *Eastbourne*.

skeletons, whose heads can be snapped clean off with a well-timed swing of Schneider's whip, leaving the bodies to teeter on for a moment before collapsing into a pile of bones. Progress a bit further and you're accosted by triple-headed devil dogs, first of all merely deadly, but later joined by larger cousins who breath fire and glow from



▲ And up next on *Stars In Their Eyes* is Louise Maddingthorpe, who's going to treat us all to the Riverdance!



▲ Death himself is one of the bosses that Schneider, Carrie and co must overcome – and he's not even the nastiest enemy!





▲ *Castlevania's* large outdoor levels have some fogging, but for once it's entirely appropriate – vampires tend not to come out on blazing summer days!



▲ Lightning bolts crackle through the sky as Schneider pauses in thought for a moment. Watch out! Evil blue thing behind you!



▲ It must take ages to Hoover all the stair carpets.

# evania

within with the flames of Hell itself. If these triple-toothed terrors manage to hit you, your character's clothing bursts into flames, necessitating much swatting of sleeves to put out the fire as the beasts get ready to attack again!

The combat system is in some ways similar to *Zelda 64*, with a targeting cursor that lets you lock onto an enemy, although this seems to be used more for magical attacks than for physical weapons. There are four selectable heroes in all – Schneider himself, lycanthropy victim Cornell Reinhart, traditional 'big lunk with big weapon' Kola and 12-year-old Carrie Eastfield, whose magical abilities are far more powerful than you'd think from her age – and each has their own preferred weapon. Schneider has his whip, Carrie has her magic, Reinhart has a gun and Kola settles for a chainsaw!

There is a lot of combat in the game, as the undead just keep right on rising



▲ *Tomb Raider* never had anything as luxurious as this! Even the chandelier in this great hall is fully detailed.

from their graves, but a lot of *Castlevania's* action also involves platforms. Inside the castle, to reach the higher levels you have to negotiate several moving staircases and some tricky jumps. Right now, the camera angles can be a little tricky in places, but with several months to get them right Konami should be able to fix this minor problem!

*Castlevania 64* is certain to be one of the biggest N64 titles of next year. We'll be keeping our crosses and garlic close at hand to make sure no nightcrawlers get hold of it before we do...



▲ This mansion may have been overrun by vampires, but at least they know how to take care of the herbaceous borders.



◀ Ask not for whom the bell tolls, Schneider... it tolls for thee! *Castlevania's* buildings are rather huge affairs.





# Hybrid Heaven

## Enemies from Heaven, going str



◀ Diaz looks through a window at what will almost certainly be some kind of evil gene-bending apparatus.

▼ Slader in a room that appears to have been left over from *Tron*. On the floor to the left is an object to collect.



**F**irst seen on video at the E3 show earlier in the year, and playable at ECTS for the first time, *Hybrid Heaven* is already looking impressive. Not the least of its nifty features is the number and length of cinematic cutscenes. One early example is a good two minutes long, and starts off with a Gillian Anderson lookalike waiting for a late-night subway train in New York. Already on the platform is the game's hero, Mr Diaz (his first name

didn't crop up socially during play) the tattooed Turok wannabe, with a couple of sinister Men In Black keeping an eye on him. As a train pulls into the station, complete with flickering lights from its windows as it passes, the ersatz Anderson looks around to see a sinister-looking man slowly approaching from the other end of the platform. He walks up to Diaz, some kind of confrontation in the offing – then Diaz whips out a gun and blows the man away, all in John Woo slow motion. The dead man hits the floor and – bizarrely – melts away to nothingness as Diaz's keepers move to attack, only to be felled themselves in an explosion of karate blows and kicks before they too dissolve. As Gillian looks on, Diaz legs it. Game on!



▲ This is Slader, who appears to be one of the two heroes of *Hybrid Heaven*. He could do with a few fashion pointers.



▲ Diaz, on the other hand, looks a whole lot cooler in his leather jacket and sock-stuffed Levis. He didn't rub in his face cream, though!



▲ The final game will feature an on-screen map in one corner. The ladder to the left can be climbed to reach other levels.

## Art Of Fighting

*Hybrid Heaven's* unusual combat system is a cross between RPG and beat-'em-up. It's an interesting concept – how will it work in play?





# Heaven

## Right to Hell!



There's more to *Hybrid Heaven* than just spectacular cut-scenes, though. From what we can tell, there are two different characters to choose from (Diaz was the main character in the version we played, but we've seen shots of a man called Slader, clad in dodgy Mad Max/bondage gear, also going through the motions). Details of the actual objective are sketchy, but the presence of a huge underground complex beneath the streets of New York and a

▲ Welcome to Rug Warehouse, for all your exotic rug requirements. You can take this fine Incan design home for just £20!



▲ At the moment the levels are sparsely populated – expect the final game to have an unpleasant encounter around every corner!

number of mutated individuals glimpsed at E3 suggests a genetic engineering-evil megacorporation kind of plot.

While much of *Hybrid Heaven* so far has featured third-person running, jumping and puzzle-solving in the manner of *Tomb Raider*, the combat is like a cross between *Final Fantasy* and *Fighters Destiny*! It's a turn-based system, where you choose what kind of punch or kick you want to use, and then carry it out while your enemy tries to fend you off. This kind of approach is

more common in RPGs than platform adventures, and it has yet to be seen how well it will work in practice.

Mind you, even though *Hybrid Heaven* is currently barely 40% complete, with a long wait until we get to see the final game, with Konami's impressive track record it should be a heavenly experience when we eventually get to play the real thing. Roll on the day!



▲ "Yeah, man, don't mess with me. I'm wearing my fake blue strap-on boobs and I'll kill the first person who looks at them funny!"



▲ Jog, jog, jog, jog, jog, jog, jog. Maybe Slader should have invested in a skateboard – he's certainly got the padding for it!



▲ Lifts between the different levels of the complex are common. Some of them have to be switched on before they can be used.





# Body Harv

## Call in the exterminators!

**B**ack in issue 17, we covered *Body Harvest* in considerable depth, but for those who missed it (fools! What were you thinking?) here's a recap of what it's all about.

In the future, Earth has been decimated by a race of giant insects who pass through the solar system every 25 years on a giant comet. As the comet passes Earth, its inhabitants beam down to the planet for a snack – human beings! By 2016, the human race is on

► The aliens' comet-based homeworld comes under attack in the final stages of the game.



### BODY HARVEST

**Publisher:**

Gremlin

**Developer:**

DMA Design

**Release Date:**

1999

the verge of extinction, and our only hope lies in the hands of Adam, a soldier, and Daisy, a scientist, who between them have been given the task of using a prototype time machine to travel back into the past and prevent the previous Bug incursions from ever happening. The Bugs aren't stupid, though, and they have their own plans to stop our heroes...

*Body Harvest's* action takes place in five time zones; 1916, 1941, 1966, 1991 and 2016. The basic objective is the same in each time zone – prevent the



▲ The Bug menace lurks everywhere. Stamp it out with extreme prejudice. Remember, service guarantees citizenship!



▲ If Adam's in a vehicle, it absorbs the damage meant for him – until it takes too much and explodes.

▲ Huge monsters guard the alien technology that keeps the human victims trapped within forcefields ready for harvesting. Big guns are needed to take them out!



est



▲ Adam's power armour does have one weakness – it doesn't work under water!



▲ When things explode in *Body Harvest*, there are none of those wussy *Bomberman*-style expanding orange globes. Things go boom properly round these parts.



Bugs from turning humanity into tasty snacks – but the tasks necessary to carry out this mission vary. Some levels rely heavily on problem-solving and talking to the local inhabitants in order to progress, while others are almost entirely focussed on action.

▲ Certain buildings can be entered and their occupants quizzed to gain valuable information.



◀ "All right, sonny, you're nicked. Who do you think you are, Sterling Moth?"

▼ The exploded remains of one alien failed to deter its mate from getting involved in a ruckus.



Action is something that *Body Harvest* doesn't skimp on. The Bugs come in many different shapes and sizes, ranging from 'small car' up to 'bloody huge', and Adam's normal weapons aren't always powerful enough to crack their carapaces. Luckily, our hugely-chinned hero can make use of any vehicles that he finds around the landscape, and some of these have powerful weapons mounted aboard!

As well as plentiful Bug-blasting, *Body Harvest* also features some RPG elements as well. It's often necessary to seek out the assistance of various people in each time zone so that Adam can obtain useful items, discover new vehicles and even save humanity from its own follies so that we don't wipe ourselves out before the Bugs do! All the time, Adam has to save as many people as possible from being eaten by wave after wave of monstrous insects. If the

Bugs in the past consume too many humans, the mission is doomed.

*Body Harvest* is the kind of game that has to be played for some time before you can get fully immersed in it, as it's not instantly obvious what needs to be done. Anyone trying to judge the game based on a five minute play at ECTS is going to come away very confused! The game may not impress too much graphically at first glance either, because the focus is on the adventure and action rather than eye candy. If this worries you, just think about how basic *F-Zero X* looks and what a great game that turned out to be!

We'll have a full review of *Body Harvest* next issue, where you can find out whether the very long wait (*Body Harvest* was one of the first games announced for the N64) has been worth it. Join us in a month to get the only review that counts...



▲ Good old Soviet technology – more than a match for any monster from space!





▲ Water is a bit of a nightmare when your car is so small. Fortunately you can get 'aqua' tyres which will increase your performance in the wet.



▲ Choose from a number of different tracks in Season mode. Each track has specific characteristics, as indicated by the icons to the right of the route map.



▲ The only weapon you get to start with is a spin attack. This can be used to knock other cars flying, but may also leave you pointing the wrong way!

# Penny Racers

**More power for your pennies!**

▼ Up to four players can race on the custom-built tracks, which are simple but fun!

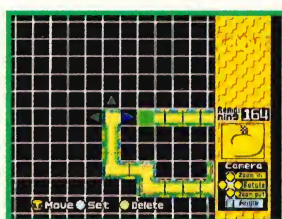


**PENNY RACERS**

**Publisher:** THQ  
**Release Date:** December '98



▲ Creating your own tracks in Penny Racers is simplicity itself. Simply choose your terrain and track type, then map out your route and save it.



Some of you may remember the craze which occurred years ago for small pull-back toy cars which did wheelies when you put pennies in the back of them. They were pushed out of the limelight however, by videogames, among other things, so it's ironic that videogames should also be the source of their comeback!

Penny Racers is, not surprisingly, a racing game. Up to four players can choose from a range of super-deformed sports cars and other assorted vehicles – including a dustcart and a fast-food wagon – all of which can be customised using a range of different parts.

Racing modes include one- or two-player championships, three- or four-player versus modes and the game also offers a complete track editor, thus allowing you to create an infinite number of tracks to challenge friends on.

In addition to the usual customisations such as speed, brakes and suspension, players can pick from a



▲ Each car performs differently. Once you've played Penny Racers a few times you'll have a favourite car, and can work on enhancing it.

variety of weapons and power-ups such as spikes, mines, cannons, turbos and spin attacks.

The cars handle very well, although they start off fairly slow, more speed being gained as you win races and move up through the racing classes. Graphically, the game looks very nice and plays extremely well. Keep an eye out for a review – very soon!



▲ One of the coolest cars is the little super-deformed Ferrari which comes – of course – in red. A lean, mean, racing machine!



▲ In two-player mode you can compete in a race season. Any more than two players, however, and you have to use the custom tracks.





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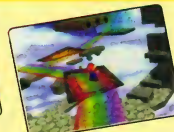
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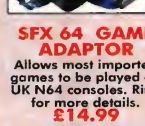
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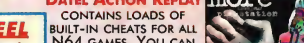
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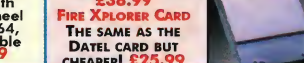
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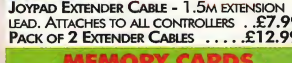
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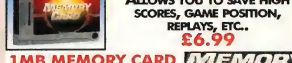
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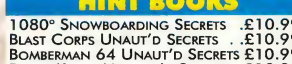
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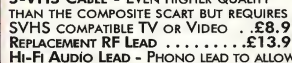
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**P64(11)**



# WCW / NWO Revenge

## WCW REVENGE

**Publisher:** THQ  
**Release Date:** November '98



**They're big. They're bad. They're back!**

**H**ot on the heels of the excellent WCW Vs NWO World Tour comes WCW/NWO Revenge, the second offering from THQ.

Their first 'not-really-a-beat-'em-up' was a great success and met with praise from both wrestling and non-wrestling fans alike, but it had its flaws. THQ has set out to correct this with its second game, taking the format that made WCW Vs NWO so successful and building on it.

WCW/NWO Revenge offers even more characters, with better detail, better animation, better sound, more detailed arenas and some excellent attention to detail. Wrestlers now enter

the ring accompanied by their girlfriends and managers, and these companions stand at ringside to support their beefy combatants. Weapon use – always an essential part of American wrestling – has been improved too, with a much wider variety of weapons available from the crowd.

Everything about WCW/NWO Revenge has been improved in what is essentially a second-generation wrestling game. Whether the whole package will be enough to challenge the success of WWF Warzone still remains to be seen, but one thing is for sure – wrestling fans are gonna love this!



▲ There are a lot more elements included in the game to make it more like watching the sport on TV, like seeing the wrestlers out of the ring.



▲ Amongst the many game modes is the multiple wrestler 'Battle Royal'. This basically means that you can have up to four wrestlers in the ring.



▲ Tag team matches are included, and just because a wrestler isn't currently 'in play', it doesn't mean that he can't get thumped!

# Rat Attack

**You doity rat!**

**E**verybody wants to be a cat, apparently. Mind you, when you see this amount of hassle the Scratch Cats have to put up with, you might want to consider joining a quieter species. Like army ants or lemmings.

In *Rat Attack*, mutant rats from space have invaded Earth. Their mission: total destruction! Dozens of rats pour into each of the game's sixty-odd levels and start to tear the place apart. As one of the cats, you have to trap the rampaging rodents and dispose of them before they wreck the joint. It sounds easy enough,

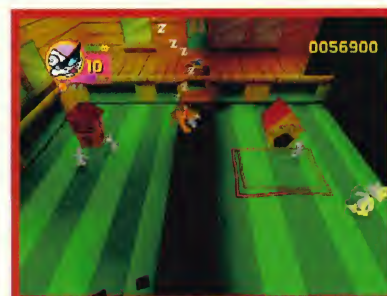
but unlike regular cats, armed with claws and teeth and stuff, the Scratch Cats have gone all hi-tech.

To trap a rat, you need to lay down a crackling electric field (the Eraticator) in a rectangle behind you, then hurry over to the Destructor to kill the squeaking vermin humanely (ha!) once it's trapped. This is made harder than it sounds by the battalions of other rats, though – if they touch you, you lose one of your nine lives, and any rats you had trapped escape to gnaw another day.

*Rat Attack* is a crazy arcade experience that's much tougher to play than you think. It gets sweatingly frantic very quickly, and just to make things harder, the rats mutate into vampires, devils and even blobs of protoplasmic jelly as the game advances! Look out for more on this game nearer the end of the year, and make sure you keep your cheese safely locked in the fridge...

▶ The wobbly rectangle behind the cat is the Eraticator – any rats caught inside it are trapped.

▼ To kill the rats, they must be taken to the Destructor, the pad at the right of the screen.



## RAT ATTACK

**Publisher:** Mindscape  
**Developer:** Pure  
**Release Date:** December '98



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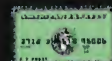
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# I Yam Inveeeer

**You thought you'd got everything possible out of Goldeneye? Think again!**

**1** It's getting on for a year old, but *Goldeneye* still has plenty to offer! Back in issue 15, we invited readers to send us their best/funniest/weirdest multiplayer challenges and bizarre one-player oddities. Here are the best of them...

## MULTIPLAYER MADNESS

### Dah-Dum, Dah-Dum... Jaws!

**BEST LEVELS:** Library, Basement, Complex

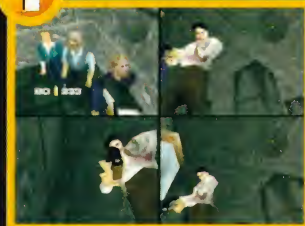
**BEST WEAPONS:** Remote Mines, Power Weapons

**DESCRIPTION:** One person plays Jaws, everyone else is a civilian. Put Jaws' health up to +10 (rookie) and everyone else's down to -10 (hero). The aim of the game is for Jaws to get as many kills as possible in five or ten minutes. As the civilians' health is so low, one shot will kill them, so they have to hide or work together to take Jaws down.



**SUGGESTED BY:** James Kent, Dawlish

**1**



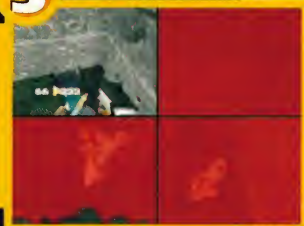
Cower pitifully, wretches!

**2**



Jaws is silent but deadly...

**3**



...as this proves!



### Get Coltrane!

**BEST LEVELS:** Basement, Complex

**BEST WEAPONS:** Power weapons. Or pistols, if you're sporting

**DESCRIPTION:** One person is Valentin, aka Robbie Coltrane. Everyone else is out to make him pay for *Nuns On The Run* and *The Pope Must Die*. A variant on Capture The Flag, only with a flag that shoots back. And for 'flag' read 'portly Scottish actor'. To make things fairer, should you want to, give Coltrane extra health.

**SUGGESTED BY:** Andy McDermott, 64 MAGAZINE





# ncible!

## Minesweeper

**BEST LEVELS:** Archives, Basement

**BEST WEAPONS:** Mines, obviously!

**DESCRIPTION:** In Licence To Kill mode, players are only allowed to use mines as weapons. There's only one rule – you can't stop moving! The tactics are therefore either to plant mines in strategic areas and try to lure people into them, or run around madly flinging mines at anyone you see and attempting to detonate them before the target runs away...

**SUGGESTED BY:** John Brewer, Enfield



## Grenade Cricket

**LEVEL:** Bunker

**WEAPONS:** Grenade Launchers

**DESCRIPTION:** On the Bunker level, select grenade launchers. One player collects a launcher and tools up with ammo, becoming the 'bowler', while the other player is the 'runner'. Go outside, and the player with the grenade launcher stands on the small hill to the left of the door while the runner sprints back and forth between the door and the far side of the arena. The runner is only allowed to run in a straight line, but can stop to avoid explosions. How many runs can he get before the bowler nails him with a grenade?

**SUGGESTED BY:** Ian Maddison, Redcar

## Grenade Golf

**LEVEL:** Bunker

**WEAPONS:** Grenade Launchers

**DESCRIPTION:** Everybody arms themselves with grenade launchers, then goes to the room with the body armour and stands in an alcove. Each player takes it in turns to bounce grenades off the pillars and support beams – the only rule is that you can't leave your alcove. The winner is the last man standing!

**SUGGESTED BY:** Philip Kairis, Cockfosters



▲ Phoot... ping, ping, ping... buh-koom!



▲ The Oval was never like this!



## Attack Of The Mutant Dinner Lady

**BEST LEVEL:** Facility

**WEAPONS:** Slappers

Rosika the dinner lady is in a bad mood – nobody likes her food, probably because she cooks it in a big vat of poisonous chemicals. She will make them all pay!

First activate the All Characters cheat, then one player selects Rosika, the dinner lady. As in the Jaws game, give Rosika +10 health and knock everyone else down to -10. After that, it's just a mad slapfest as Rosika tries to beat people to the ground and make them eat her vile food, while everyone else struggles to stay alive for as long as possible. Because the Facility is a small, easily recognisable level, there's nowhere to hide...

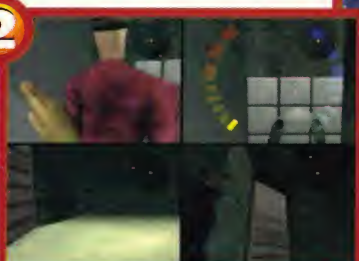
**SUGGESTED BY:** Thomas Burton, Cambridge

1



"It's rice pudding day, everyone!"

2



Someone's lunch is about to be ruined.

3



"No! Not the dead fly cake!"

## Toilet Roulette

**LEVEL:** Facility

**WEAPONS:** Any (bar Slappers)

**DESCRIPTION:** Select Licence To Kill mode.

While the fourth player looks away, three players arm up and head for the toilets, hiding themselves in the cubicle. The fourth player then heads for the dunnies and starts opening doors. If there's somebody inside the cubicle, it's a case of 'fastest shot wins'. The winner hides in another cubicle, while the loser gets ready for the next exciting round of toilet roulette...

**SUGGESTED BY:** Samuel Edwards, Worthing



## Magnum Force

**LEVEL:** Facility

**WEAPONS:** Pistols

**DESCRIPTION:** Everybody needs a magnum for this one. Once all the players are toolled up Dirty Harry stylee, everyone goes to the toilets and takes up residence in a cubicle. On a count of three, start blasting away at each other through the walls and doors! Last person standing wins.

**SUGGESTED BY:** Damian Butt, Paragon Publishing





# SINGLE STRANGENESS

## Postal Mode

**DESCRIPTION:** In the Facility's bottling room, instead of finishing the mission by going through the double doors or the conveyor belt, go up the stairs to the right of the double doors. Take out the guards, then go up the next flight of stairs to a balcony overlooking the bottling plant. From here, you can go totally Lee Harvey Oswald shooting the Russian troops for as long as your ammo lasts. How many kills can you get?

**SUGGESTED BY:** Adam Tunbridge (588 kills), Bury St Edmunds



## Bouncing Soldiers

**DESCRIPTION:** Open the door to the bunker on Surface 1, setting off the alarm and prompting dozens of troops to come after you. Head for the air vent entrance and shoot out the padlocks to the grille drops, then move round to the other side of the hole in the grating. The pursuing troops should fall into the hole, then keep bouncing back up to the surface.

**SUGGESTED BY:** Matthew Neill, Rotherham



## Nuke The Shuttle

**DESCRIPTION:** Use the All Weapons cheat on the Aztec level, then, just before you launch the Moonraker shuttle, liberally pepper the spacecraft with remote mines from the catwalk leading to the control panel. Activate the launch sequence, then detonate the mines as the game goes into the takeoff cutscene. If you're unlucky, the game will lock up, but if you're lucky the shuttle will lift off and be engulfed by explosions!

**SUGGESTED BY:** Andy McDermott, 64 MAGAZINE

## Scientist Tossing

**DESCRIPTION:** Switch on the Invisibility and Infinite Ammo cheats, then in the Facility select remote mines and drop them at the feet of the scientists. Stand back, and detonate! The objective is to bet on which scientist will be blasted highest into the air by the explosion.

**SUGGESTED BY:** Andy Robinson, Stenhousemuir



## James Bond-Superman!

**DESCRIPTION:** Switch on the Fast Animation cheat, then complete the Cradle. After you have killed Trevelyan and completed the level, Bond doesn't bother getting a lift from the helicopter, but instead takes to the air all by himself!

**SUGGESTED BY:** Wesley Throne, Stonehaven



## Just for Goldeneye virgins (are there any left?) here's the list of all those elusive Bond cheats...

The built-in cheats are only accessible by completing the one-player levels on certain difficulty levels within a set time limit. Once you've activated any of the cheats, a new menu option appears when you start a game that lets you switch the cheats on and off. Note that if you use a cheat, the game won't let you play any levels that you haven't previously completed the fair way!

LEVEL	CHEAT	DIFFICULTY	TIME
Dam	Paintball	Secret Agent	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	Agent	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket Launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

## Hidden Characters

There are two sets of secret characters hidden in the game which can be used in deathmatches. The first set, a collection of famous Bond villains including Oddjob and Jaws, is accessed simply enough by beating the one-player game on Agent level.

The second, larger set requires a cheat! On the deathmatch character selection screen, move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.

**Hold L & R & C Left and release.**

**Hold L & C Up and release.**

**Hold L & R & Left on D-pad and release.**

**Hold L & Right on D-pad and release.**

**Hold R & Down on D-pad and release.**

**Hold L & R & C Left and release.**

**Hold L & C Up and release.**

**Hold L & R & Right on D-pad and release.**

**Hold L & R & C Down and release.**

**Hold L & Down on D-pad and release.**

You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker!



## Ninfo

## PLAYERS:



## CART SIZE:

96 M.

## RUMBLE:



Publisher: Nintendo

Developer: Nintendo

Game Type: Battle

Origin: Japan

Release: Out now (import)

Price: £59.99

# Pocket Monsters Stadium

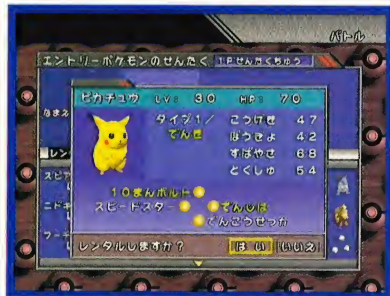
**A monster in your pocket?  
Yeah, that's what they all say!  
Is Nintendo's cult hit any good?**

**I**ncomprehensible Japanese games tend to get fairly short shrift on the coverage front in 64 MAGAZINE, on the not unreasonable grounds that only about six people in the country have the slightest interest in buying them. *Pocket Monsters Stadium*, on the other hand, is getting more attention than the average mix of wibbling anime characters and screen after screen of squiggly Pittmanesque writing. The reason for this is very simple. It's by Nintendo.

More to the point, it revolves around what, if Nintendo gets its way, will be the Next Big Thing™ around the world, following in the footsteps of the *Ninja Turtles* and the *Power Rangers*. Remember them? Pocket Monsters have been a massive hit in Japan, despite zapping dozens of kids into comas, and now Nintendo wants to repeat that success everywhere else. Stranger things have happened. If a fat plumber and a kid with pointed ears can become international cash cows for the Big N, why not a banoffee-coloured chinchilla who fires lightning bolts from his butt?

## Pocket Billiards

The various Pocket Monsters have been, in the words of Eighties poncey-haired one-hit wonders Alphaville, big in Japan for quite a while now. Thanks to the runaway success of the Game Boy games, Tokyo is in danger of being crushed by Pikachu dolls, and the rest of the little beasts can be seen staring out from any product capable of having a transfer slapped onto it.



▲ This is Pikachu, strobe-eyed scourge of Japanese schoolchildren. Although he's popular, he's actually a bit crap in fights.



▲ The forces of Satan himself were summoned up by Tony the Tiger to ensure the continued breakfast domination of Frosties.

*Pocket Monsters Stadium* is Nintendo's attempt to rub off some of their animalistic franchise's success on the N64, which in Japan has had the same reception as David Beckham had in England after the World Cup. The game comes with the 64GB (see page 52) through which Game Boy monsters can be loaded into the N64, but for those without the polychromal cartridges, *Pocket Monsters Stadium* also has a set of monsters within it.

Annoyingly, if you don't have the Game Boy *Pocket Monsters* games you can't engage in any of the training options that are a major part of the



## Memory Options

## MEMORY:

Saves championship battles

## CONTROLLER PAK:

N/A

## \$64,000 Question

- + Some amazing visual effects
- + Amusing characters
- + Game Boy compatibility
- Needs Game Boy games to play properly
- Aimed at very young players
- Simplistic
- Tedious



▲ Big Bird screamed and writhed in helpless agony as the flaming petrol seared his crispy skin. Kids today, eh?



▲ Puff the poodle springs to the attack. Ooh, ooh, I'm terrified, you yappy little sod. Killer poodles... some monster!

## Turns the N64 into



▲ Pikachu's best weapon is his lightning bolt, fired by selecting the C Up attack. It's even got a classic anime 'bzz-zz-zat!' sound effect.



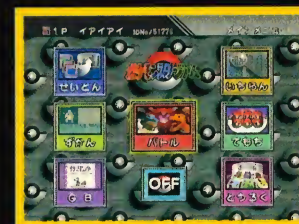
## I've Got A Monster In My Pocket

In an example of what Nintendo chairman Hiroshi Yamauchi calls "nurturing, trading, collection and addition," or what the more cynical might refer to as "milking the public until their nipples bleed," the Game Boy *Pocket Monsters* games are available in multiple versions. In order to see all the different monsters, you need to buy all the different versions of the game, which to date are Red, Green and Blue, with Gold and Silver on the way.

The Game Boy games are a kind of RPG, where the objective is to explore the landscape and build up your collection of monsters by beating them up when you find them and catching them in your balls. Monster balls, that is. Once you've caught a monster, it can be trained to build up its fighting powers and pitted against other trouser-bag beasts.

For those who can't read Japanese (that'll be most of us) the RPG is barely comprehensible. Although the walking around and fighting parts are easy enough to understand, talking to characters is, unfortunately, a fairly important part of the game. Training up a monster is rather nightmarish as well, with a mystifying series of menus appearing, prompting much random pushing of buttons.

Several hours play, with the help of a guide from one of the many *Pocket Monsters* sites on the Internet, didn't reveal anything terribly thrilling hidden in the game. The whole appeal comes from the two-player fighting aspect and the trading of monsters, and it's hard to imagine anyone over ten getting excited by what is basically technological Top Trumps. If you really want to see what all the fuss is about, it's probably best that you wait until the official launch of the games next year – at least they'll be in English!



▲ Plug a Game Boy cartridge into the 64GB and you get this expanded option screen.



▲ By selecting the Game Boy option, you can play the RPG part of the game on your N64. Wow, 64-bit technology at its finest!



success of the GB titles. The limited selection of creatures in *Pocket Monsters Stadium* (there are 150 in the GB titles) all have pre-set attacks and special powers, which don't seem to be changeable. Seeing everything the game has to offer is dependent on you owning all of the Game Boy titles.

The combat in the Game Boy games was designed to be fairly simplistic, since a GB link cable isn't exactly up to *Quake 2* plus ISDN levels, and *Pocket Monsters*

▲ A monstrosity like this three-headed walking palm tree really deserves to be consumed by flames, in our opinion.

*Stadium* follows suit. Once you've selected a team of Pocket Monsters, or Pokemons as they'll be called over here, they enter the arena (there's a massive choice of – gasp! – two! Woo-hoo!) to fight. Although *Pocket Monsters Stadium* claims to support up to four players, only two people can fight at once.

### Paper Beats Rock

Saying that the fighting in *Pocket Monsters Stadium* is simplistic is a bit like saying that *Titanic* made a few bob or Noel Edmonds is not widely liked. Even though all the text in the game is in Japanese, it only takes a few minutes to get the hang of what's going on, as all the moves correspond to controller buttons, helpfully shown on-screen. A takes you to the attack moves, selected with the C buttons while holding R, and B lets you switch monsters if you're running low on hit points or facing an enemy that your current choice finds hard to damage.



▲ Each of the C buttons corresponds to a particular attack. The more powerful it is, the fewer times it can be used in a match.

### a Game Boy peripheral?



▲ "You cannot harm me, Hugo A-Go-Go. My spoons are like a shield of steel! Hey, whaddya think of my Bono Impression?" Etc.



▲ A Norwegian Blue wishes he had the chance to pine for the fjords, as pretty soon he's going to be an ex-parrot.



## Heebie GB

At first thought to be a Game Boy emulator, the 64GB has – disappointingly – turned out to be nothing more than an adaptor through which Game Boy saved data can be read by the N64. Since ours was on loan we didn't try to pull it apart to see what was inside, but its translucent back gives you a peek at its innards.

The 64GB does, at least, let you play the RPG part of the Game Boy *Pocket Monsters* games, letting you see (or at least wonder) why *Pocket Monsters* has been such a hit in Japan. If you've got four players, each with a 64GB and their own copy of the Game Boy title, they can pit their own unique collection of monsters against each other. If you're a fan of the game then this'll probably be heaven for you.

However, Nintendo's decision to make the 64GB only compatible with *Pocket Monsters*, and not Game Boy games in general, is truly bizarre. If you want a proper RPG, rather than the junior portion that is *Pocket Monsters*, being able to play *Link's Awakening* on the N64 would have been much better!



▲ One of the most impressive attacks is Fish Bloke's enormous tidal wave, which rolls over the entire arena and drowns his enemies!



▲ It wasn't just his job as leader of the free world that made Bill Clinton irresistible to Monica Lewinsky.



▲ Spoon Guy unleashes his amazing technicolor acid trip attack...



▲ With the help of his sausage-like fingers, the Trent Monster chucks a barrage of explosive eggs into the mouth of the Roy Beast.



▲ This strange chap with a Blackadder 2 collar and a Polo mint on a string has the power to... oh, we give up. You can see for yourself.

rounds they all have their own little jigs, and each attack has its own animation and visual effect. Some of them look pretty spectacular, like the fire breath or the psychedelic energy wave effects. There's practically no character interaction, though. Even when one monster leaps bodily at the other, you never see the two actually hit, just the recipient reeling from the impact.

What the combat boils down to is a version of 'rock-paper-scissors'. You pick an attack, your opponent picks an attack. If you're lucky, you get to go first and inflict a terminal blow on the other guy. If you don't, you just go back and forth until one of the fighters bites the dust. Once you've seen all the monsters and all the special effects it gets very boring, because that's literally the whole game. Back and forth and back and forth and... snore.

## Combat



▲ ...and Flying Seal Fella takes a tremendous, yet trippy, pounding.

▲ The sinister Clam Bloke gets blasted by a wave of cold. Hey, there's just a slight differential in hit points there...



## Now You Will... Sleep!

A very useful attack, if you can get it in first, is the sleep attack. As you might gather from the name, this puts your opponent out faster than a six-pack of Night Nurse or the collected speeches of John Major. Unless the victim can find the attack move that will wake them up, or change to another monster on their team, they just sit there snoring as they get battered.



◀ Fed up with just throwing darts, Bully blasts Jim Bowen with a barrage of electric snot. "Look at what you could've - aaargh!"

▶ A bizarre kitchen accident results in disaster for the Trent Monster as he's blinded by flying spices. No, not the oregano!

## Cute 'Til You Puke

Pocket Monsters Stadium most closely resembles the battle scenes of *Final Fantasy VII* (or, if you want an N64 equivalent, *Quest*) but without the tactics, surrounding storyline and exploration that makes the whole thing interesting. While it might be fun for young kids (who, to be fair, are the target audience for the whole Pokemon thang) anybody over the age of ten is going to become very bored very quickly.

The biggest problem with *Pocket Monsters Stadium* is that it essentially

**Supplied by:**  
The Joypad

**Contact info:**  
(01202) 311611

## 2nd opinion

Graphics are superb, animation sequences are nice, but there's *no* gameplay! There is no skill involved and the animation soon becomes repetitive. It's an RPG without the storyline and all in all about as intellectually fulfilling as watching paint dry. **ROY KIMBER**

## Rating



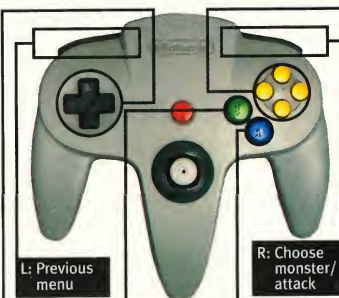
turns the all-powerful N64 into the world's most expensive Game Boy peripheral. What seems like the fun part of the whole Pocket Monsters experience - exploring the RPG world, finding and capturing the monsters and then customising them with your own unique set of attacks and powers - requires the Game Boy titles, leaving the N64 to run a subgame which, graphics

aside, could have been written in BASIC on the ZX Spectrum. If this is Nintendo's idea of the brave new future for the N64, I'll stick with Turok blowing the heads off raptors, thank you very much.



▶ When the *Mad Max 4* role didn't come through, Tina turned instead to the family size tin of Quality Street for comfort.

## 64 Bottom Line Controls



L: Previous menu

B: Change monster

C Up: Attack • C Down: Attack • C Left: Attack • C Right: Attack

D-Pad: Menu options

R: Choose monster/attack

A: Select attack

Z: Not used

## Alternative

*Quest 64*: THQ (import)  
Reviewed: Issue 16, 56%  
*Yoshi's Story*: Nintendo (£49.99)  
Reviewed: Issue 13, 79%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



## Overall



# 46

## Soundbite

Even if you've got the Game Boy games, you're better off keeping your money in your pocket!

boils down to a version of 'rock-paper-scissors'...



▶ A cunning opponent opens up a scalding geyser beneath Pikachu's feet, and the tubby little beast dies screaming. Aw!



# Virtual Chess

**At long last, chess makes its way onto the N64. Should it have bothered?**

**Ninfo**

PLAYERS:

CART SIZE:

RUMBLE:

Publisher: Titus  
Developer: Titus  
Game Type: Chess  
Origin: UK  
Release: Out now  
Price: £49.99

**Memory Options**

MEMORY: None  
CONTROLLER PAK: Stores game in progress

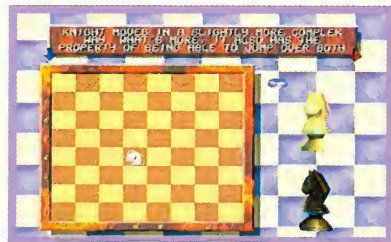
**364,000 Question**

- Nice 3-D graphics
- Incredibly comprehensive tutorial mode
- Awkward to play in 3-D mode
- Hardly stretches the N64's capabilities
- Considering the price of a real chess set...

Chess is a great game. Millions of children throughout history have been forced to sit down at the familiar chequered board and puzzle over the mystery of "why can the horsey jump while the other pieces can't?" The game was also in the news fairly recently when supercomputer Deep Blue Mk II frustrated Grandmaster Gary Kasparov so much by defeating him that he stormed out of the room in a huff. After playing *Virtual Chess 64*, players may well have some idea of how the stormy Russian felt, as the AI in this game is extremely good – some might even say too good!

## Virtual Combat

You are offered a choice of two playing modes 3-D or 2-D. In 3-D mode, you also have the option of switching 'fighting'



▲ The tutorial mode introduces you to each piece and explains exactly how these are permitted to move.



▲ These are the cartoon representations of the two queens. The white queen is smooth and sophisticated while the black queen... erm, isn't.



▲ White pawn takes black pawn – by knocking him over and tickling his feet with a feather until he submits!



▲ It is possible to rotate the board around to get a better angle on things, although this still isn't as useful as the overhead view.

## The game itself is fairly middle of the road...

on or off. Anyone who's played the ancient video game *Battlechess* will know what this option means. For those who haven't, it's where the pieces come to life and beat each other up every time one of them is captured.

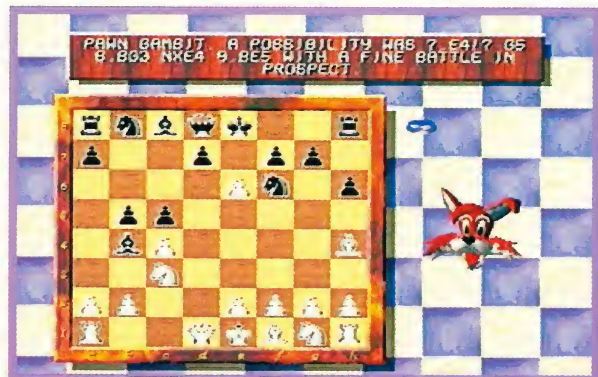
In the aforementioned *Battlechess*, all the action took place on the board, but in *Virtual Chess* the two combative characters slug it out in what is basically a cutscene. While some of these scenes are amusing, at least at first, they soon become pretty tiresome and only serve to distract from the gameplay, meaning you inevitably turn them off.

The 3-D mode itself looks very nice, but the angle of the board makes it difficult to plan your strategies properly. You can view from two default positions, black side or white side, and can also rotate the board. However, the controls stay fixed when you rotate, making moving the cursor confusing from most angles. Inevitably you'll find yourself switching to 2-D mode, which is simple but clear.

The best feature of *Virtual Chess*, and really the only reason to buy the game, is the Tutorial mode. It starts from the absolute basics, introducing each of the pieces and explaining how they move. There's then the option to learn about all the different rules involved in the game, including the more confusing ones like the en-passant rule and castling. After this it's on to classic tactics, and there is also a selection of games from past history that you can review to learn the tactics of the masters.



▲ Knight takes rook and their 3-D representations slug it out in a cutscene that becomes dull with repetition.



▲ This is a replay of a game played by a Grandmaster called Spassky. You can learn a lot from it, if you can work out what all the text means!



# SS 64



This tutorial section is well implemented – after explaining each move or technique with illustrations, it then tests you with a few sample situations, for example, ‘white to play, mate in two, find the moves’. This is easily the most comprehensive tutorial ever seen in a chess video game, and is ideal for both beginners or for those with more experience of the game.

## Better Than The Real Thing?

Sadly, the game itself is fairly middle of the road. One of the fun things about chess is sitting down with a friend and physically moving your pieces around the board to crush their feeble strategies. Doing it on screen takes a lot of the fun out of it, and when you consider that a chess set is a fraction of the price of this game – hell, you could even get a chessboard with built-in computer for the same money – you tend to think, is it worth it?

*Virtual Chess 64* is a good chess game, but it's not particularly exciting, and whether it'll appeal to the N64 *Banjo-Kazooie*/*Goldeneye* cadre is doubtful. If you're a parent and you're trying to get your kids interested in something other than colourful, noisy, mindless fun, then this game might be worth a look. Don't blame us when they trade it in for something more exciting, though!



▲ The pieces leave the board when one is taken in 3-D mode making way for the cutscene. This is distracting when you're plotting strategy.

◀ Black wins the game, and the white king is rather unceremoniously dumped on a rock in the middle of some shark-infested water.

▼ In the 3-D mode, computer controlled pieces rise up and float across the board... now that's magic!

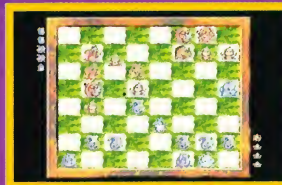


## Board Senseless

In 2-D mode you can access not just one, but four differently styled chess sets and boards, which adds a little variety. Some of these sets are weird!



The basic black and white set. Clear and simple, thus easy to see what's going on. The best of the bunch if you're after a serious game.



The animal set. Although colourful, it's difficult to remember what's what, particularly since the animals are different for each colour.



The posh set. With a marble board, this set looks very nice, but isn't as easy to read at a glance as the black and white set.



The fantasy set. This *Dungeons And Dragons*-style set is nice to look at, but again it's easy to forget which pieces are which.

## 2nd opinion

The 3-D views may be fancy, but you inevitably turn them off to use the less confusing 2-D one. Most importantly, the CPU opponent offers a real challenge (even if Roy didn't!) while the tutorial mode and classic matches are a bonus. Worth checking out. **PHIL KING**

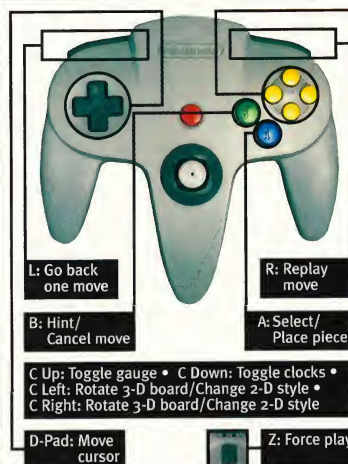
## Rating



VIRTUAL CHESS 64

REVIEW

## 64 Bottom Line Controls



## Alternative

No alternatives! There aren't any other chess games out at the moment, or even strategy games for that matter!

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



## Overall

65

## Soundbite

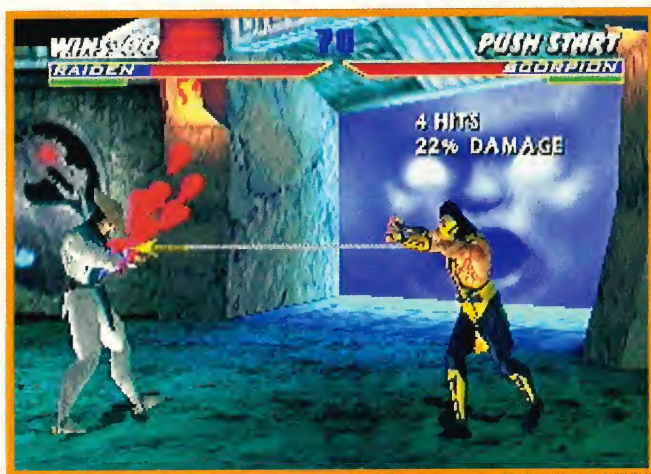
Fairly good chess game, although does the N64 really need one?

64  
MAGAZINE

55







▲ With a yell of "Come 'ere!" Scorpion spears Raiden and drags him in for a beating, a move familiar to long-term *Mortal Kombat* players!

**Ninfo**

PLAYERS:

CART SIZE:

RUMBLE:

Publisher:	GT Interactive
Developer:	Eurocom
Game Type:	Beat-'em-up
First Reviewed:	Issue 16
Release:	Out now
Price:	£44.99 (TBC)

**W**h-kish! Wh-kish! What's that noise? It's the sound of a deceased horse being soundly flogged, that's what. *Mortal Kombat* has been around in its various guises for most of the millennium's closing decade, and it hasn't changed a bit. Sure, more characters have been added, the signature 'fatalities' have been spruced up and made ever more ludicrous with each new incarnation, and now the franchise has made its first steps into the third dimension... but the underlying game itself is all but identical to that in the first arcade version.



▲ The fighters have plenty of comedy limb-snapping moves at their disposal. Amazingly, the victim can carry on fighting in moments!



### PAL Performance

How does the UK version compare in terms of speed to the import cart?

**Borders:** Dinky

**Speed:** Pretty much the same as NTSC



### Memory Options

**MEMORY:**

N/A

**CONTROLLER PAK:** Stores game progress and scores



▲ It's the battle of the babes as Sonya Blade shows off just many carats there are in her engagement ring.



▲ Liu Kang gets treated to a bout of head scissors by Tanya. Not a problem, you might think... until she twists your head backwards!

**Saints preserve us, another *Mortal Kombat* game. What a surprise!**

# Mortal Kombat

*Mortal Kombat 4* is the latest, but almost certainly not last, addition to the series. Once again, the evil forces of the Outworld are trying to take over the Earth, the fate of the planet being decided by a bout of fisticuffs in the traditional manner. Familiar faces from the previous games make a comeback, some from beyond the grave, and a few new bugs pop up to make their play for a part in the next sequel. It's basically business as usual.

## Karry On Kombat

Anyone who's played any of the previous *Mortal Kombat* games (apart, that is, from the godawful *MK Mythologies*, which made even *Mortal Kombat Trilogy* look good) will be able

to get straight in and start playing *MK4*. In fact, even if you've never set eyes on a *Mortal Kombat* game, you'll be able to get straight in anyway, as the gameplay is a model of simplicity. Two punch buttons, two kick buttons, a rarely-used block button and a practically irrelevant run button, and you're away. It's possible to have some fun just by slapping the buttons as quickly as possible to see which fighter goes down first in a haze of blood, but obviously things get more interesting if you learn how to perform the special attacks – acid spitting, spear throwing, teleportation and the like.

It's these special moves that show up just how little the *MK* series has advanced since its early days, because not only do they look the same, they're performed in the same way. You could argue that this lets fans get straight into each new game as it appears. Or, alternatively, you could argue that it saves the designers from having to do any time-consuming and expensive thinking up of new ideas. Even though the game is now in 3-D, with the addition of sidestep functions (which, like the run button, hardly ever get used in play) most of the moves could have come straight from the first *MK* game. All that's changed is the amount of gore.



▲ Explosions of blood abound in *Mortal Kombat 4*, the slightest tap producing enough plasma to gorge Dracula.





▲ Goro, four-armed behemoth from the Outworld, is back, now in shiny happy polygonal form. He's still as lethal as ever, though.



▲ Sonya looks on with pride at the remains of the man who confused her with the chirpy Scouse popstrel of the same name.

# t 4

## Killing Joke

To its credit, *Mortal Kombat 4* has added a few minor new features. Each character has a special weapon which can be pulled from a portable hole (or somewhere) during a fight and used to bray the other fighter upside the head, and objects lying around the arenas can be picked up and hurled to painful effect. That's really about it, though. The *Street Fighter* titles, *Mortal Kombat*'s long-term rival, have added things like chargeable power bars, reversals and combo breakers which add to the original gameplay without overwhelming it, but *MK4*'s designers

## The Wet End

As an example of just how daft the fatalities in *Mortal Kombat 4* can get, see what happens when Quan Chi beats Kai...



"Okay, let's have a look at those corns."



"Oopsie. Pulled a little bit too hard, I think..."



"Now look! You've got blood all over my tights."



Whomp! Whomp! Whomp! Ow. Spurt.



▲ "Oh my god! They killed Robin!" With a bit of luck, the next *Batman* film will now be on permanent hold!

## 2nd opinion

*Mortal Kombat 4* includes many new additions, but still retains the fighting techniques developed in the many prequels. This game is great and cannot be beaten for fun and thrills, all splattered with tons of blood. *MK4* rocks and you'll love it to death! **RUSSELL MURRAY**

## Rating



are happy just bending someone's knees the wrong way instead of advancing the game.

Despite its limitations, *Mortal Kombat 4* is actually quite fun to play for a while. The brutal fatalities, now played entirely for laughs, are the kind of thing that appeal to the 14-year-old boy in all of us, and the whole thing is just so ridiculous that not even the most uptight Mary Whitehouse type could possibly find it a moral outrage. It's very fast, it's easy to play, and as a two-player game it can be enormously amusing. However, it's also as shallow as spilt coffee, and if you take out the comedy violence there's not really a lot left. For now, *MK4* is the best beat-'em-up on the N64, but only by default.

## 64 Bottom Line Controls



## Alternative

*Bio Freaks*: GT Interactive (£44.99)  
Reviewed: Issue 19, 82%  
*Fighter's Destiny*: Ocean (£54.99)  
Reviewed: Issue 11, 80%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



## Overall

86%

## Soundbite

Short-term mindless fun with more blood than an abattoir!



## Ninfo

PLAYERS:



CART SIZE:

128  
M.

RUMBLE:



Publisher GT Interactive  
Developer: Saffire  
Game Type: Beat-'em-up  
Origin: US  
Release: Out now  
Price: £44.99 (TBC)



## Memory Options

MEMORY:  
None  
CONTROLLER PAK:  
Saves game progress



## PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Titchy

Speed: You can kill with confidence



▲ Zipperhead renders Psychown 'armless. And a good thing too. Everyone knows clowns are evil and sinister.



▲ Pushing back and tapping the fire button raises your fighter's shields, defending against weapon attacks.



▲ Bullseye gives Delta a taste of his 'Dance, Freak, Dance!' move. This involves shooting people in the knees. Now that's comedy!

*In the not too distant future, androids will hit each other. Hard. Until bits fall off...*

**I**n the future, cable TV will beam the exact show you want to watch directly into your brain, tiny robots will give you a full-body workout as you sit in your armchair, and wars will be fought not by resource-consuming armies but by armed androids in one-on-



▲ Each Freak has a long list of special moves, like Minatek's missiles, conveniently listed in the back of this very issue.

## Bio Fre

one combat to the death. It's all happening! In the future!

*Bio FREAKS* puts you in the synthetic skin of some of these androids, charged by their company overlords (the world is ruled by evil multinationals like Micro-Gene, NewCell Inc and Disney. This kind of thing happens all the time. In the future!) to get out there and conquer new territories. Plot aside, it's beat-'em-up action as usual... with a few exceptions.

Firstly, *Bio FREAKS* has a distinctive look, through the use of a 'soft-skinning' technique that gives all the fighters, no matter how bizarre, a realism not often seen in fighting games. The technique has now started to be more widely used, but *Bio FREAKS* is its most effective showcase to date.



▲ Spurt. Spurt. Spurt. Whack off an arm or two, or even just inflict a deep cut, and blood will squirt from the wound for the rest of the round.

Secondly... well, it's gory. And not just in a *Mortal Kombat* gallons-o'-ketchup way, but in a hilariously sadistic manner that the "but they're only androids, not real people" defence barely covers. Limbs fly, heads roll, bodies are sliced clean in two, with severed arteries helpfully marking the point of impact by spraying huge red geysers into the air (and occasionally onto the camera). Not that this stops the fighting – until they're finished off permanently, the Freaks just keep on going even with limbs missing, like sci-fi versions of *Monty Python's* Black Knight.

## It's Just A Flesh Wound

Other additions to the usual fighting formula include aerial combat (all the Freaks are equipped with jetpacks), weapons and shields, but these don't make as much difference to the gameplay as you might think. Shields defend against weapon attacks, but can still be penetrated by slower-moving impacts from blades and fists. Flight allows the Freaks to dodge some attacks and to reach upper platforms of the arenas, though apart from a few



▲ The multi-level design of some of the arenas means that desperate Freaks can run away and take a breather.

## Now You Die!

*Mortal Kombat* may have had fatalities, but *Bio FREAKS* takes things one step further – you don't have to wait until the end of a fight to kill your enemy! If you're fast enough, you can waste your opponent before they can get off a single punch. Brutal instant deaths range from the good old clefting in twain to firing a yard-long steel bolt into someone's skull, all accompanied by a veritable Niagara Falls of gore.







► Particularly violent attacks, like this onslaught, splatter the camera with gore!



◀ Oh, the humanity! Certain levels have hazards, like this pool of lava!

# aks

arenas where a misplaced landing if you run out of fuel can drop you into lava or toxic waste, the tactical value is fairly limited.

Despite the weapons and shields, most of the game is spent going toe-to-toe with the opposing Freaks, so the success or otherwise of *Bio FREAKS* comes down to whether the combat flows as smoothly as the blood. In general, it does. Some of the moves are a bit too reminiscent of the *Mortal Kombat* series, which has frequently been criticised for being somewhat jerky and awkward, but it also has a selection of *Street Fighter*-style rolling moves, which are easier to pull off.

However, it's the gore and amputations that are the obvious selling point, and they do actually make a difference to the gameplay – lop off a character's weapon arm and they can't shoot at you, take off both limbs and they're left waving their stumps and trying to kick you to death. All good clean sick fun. For sheer pace, *Mortal Kombat 4* is probably the best N64 fighter, but *Bio FREAKS* has enough going for it to make it a worthwhile alternate purchase.



▲ Psydown's home arena is this perverted version of a circus big top. Get your overpriced candyfloss here!



▲ The Freaks are some of the best-looking characters on the N64. Well, Delta is.

## 2nd opinion

*Bio FREAKS* still offers some pretty good – extremely gory – action, and doesn't seem to have lost much in the PAL conversion. That said, when you put it up against *Mortal Kombat 4*, it doesn't quite hold its own. *Bio FREAKS* is good, but *MK4* is faster, gorier, better. ROY KIMBER

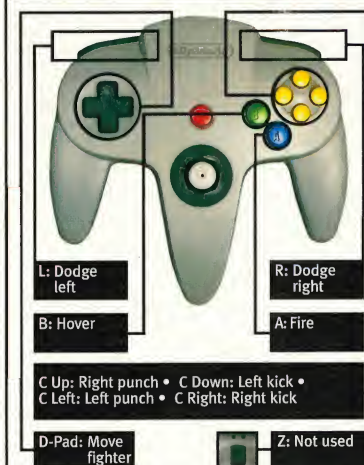
## Rating



▼ Hot two girl action gets a little hotter as Delta showers the arena with her blood. Don't worry, they're only androids!



## 64 Bottom Line Controls



## Alternative

*Mortal Kombat 4*: GT (£44.99)  
Reviewed: Issue 19, 86%  
*Fighter's Destiny*: Ocean (£54.99)  
Reviewed: Issue 11, 80%

## Rating Graphics



## Audio



## Gameplay



## Challenge



## Overall %

82

**Soundbite**  
Spurting blood, severed limbs, girls with not much on. Can't go wrong!





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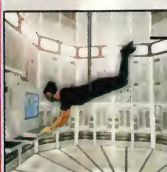
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If you want the very latest N64 cheats, there's only one place to look...  
**64 MAGAZINE'S Cheat Central!**

# cheat central



62

## PLAYERS' GUIDES

### Buck Bumble

68

Take to the skies in the first part of our solution to this buzzin' shoot-'em-up.



### Bio Freaks

76

Severed limbs, mutants, cyborgs... they're all in this complete battle guide!



### Pad at a glance

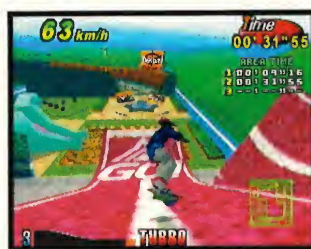


## AIRBOARDER 64

We covered this unusual but innovative import game a while back, but never revealed how to get access to the secret characters and extra boards... until now!

### Bonus Characters

Do the following to unlock each of the bonus characters:  
Finish every level and track in Time Attack mode within the set time.  
Achieve an 'A' ranking on every level and track in Street Work mode.  
Achieve an 'S' ranking on every level and track in Street Work mode.  
Achieve a 'Perfect' ranking on every level and track in Coin mode.



### Bonus Boards

Unlock all four bonus characters then at the board selection screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A to get the following bonus boards.

Ika-Chu (gives double jumps)  
Father (gives longer air time)

J-B (Press A + B for turbo jump)  
J-Arm (gives extra turbos)

## WWF WARZONE

We published a whole host of cheats for this top wrestling game last issue. However, here's one we missed out!

### Play As Trainer

This has to be one of the easiest cheats ever! Simply enter the training room and select any move. You'll see a message informing you that the trainer is now accessible as a playable character.



## AERO FIGHTERS ASSAULT

This disappointing Afterburner-esque game gets downright impossible on the later levels, so it's lucky for you lot that we've got a level select cheat, isn't it?

### Level Select

Start a game then press Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L. You'll now be able to access all levels.

### Secret Level

Complete every level in the game, including the bonus ones. Beat the Ice Cave level to access a brand new one – the Moon!





# BANJO-KAZOOIE

Yet more secret *Banjo* cheats! Like the ones we printed last issue, the only thing you need to have done to activate these is to open up Treasure Trove Cove. And if you can't do that, then you don't deserve to have them!



## Infinite Air

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by GIVETHEBEARLOTSOFAIR. A cow will moo when you enter the letters of CHEAT, but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Banjo will now have infinite air when swimming.

## Infinite Gold Feathers

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by AGOLDENGLOWTOPROTECTBANJO. You will now have an endless supply of gold feathers.

## Maximum Energy

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by ANENERGYBARTOGETYOUFAR. This will give you eight honeycombs on your life bar. Note that if you already have red honeycombs, then this cheat will make you lose them.

## Infinite Lives

Enter Treasure Trove Cove and on the sandcastle floor enter CHEAT followed by LOTSOFGOESWITHMANYBANJOS. You will now have infinite lives.

# BUCK BUMBLE

It's been a while in coming, but *Buck Bumble* has finally left the hive! It's a little tricky though, so here's a couple of codes to help you out if you get stuck.

## All Weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left Left. You can now access all the weapons.

## Access All Missions

On the title screen, hold Z and press Right, Down, Down, Right. Then release Z and press Right, Up, Down, Left, Left, Up, Right, Right to open up all the missions.



# CHOPPER ATTACK

Re-reviewed last issue, if this 3-D helicopter battle game is giving you trouble, then here's a few codes to make things easier, and a few just for fun!

## Level Select

Press C Up seven times when the 'Press Start' message appears on the opening screen.

## Debug Mode

Hold Z and press Right, Left, Up, Down, A, B, Start when the 'Press Start' appears on the opening screen.

## Shoot Down The President

Press Z and C Up and C Down during the game, then fire a homing cluster at an enemy aircraft.



# DATEL GAME PRODUCTS

The following codes will only work with the Action Replay device. For those of you without one, you have the chance every month to win one courtesy of those nice people at Datel.

This month's question: What's the name of the third person on the ScoreZone pinboard this month? Entries to the usual address marked 'Action Replay Giveaway 19' by 16 October! For up-to-the-minute codes and to purchase your own Action Replay, contact Datel on (01785) 810800, or visit their web site at: [www.datel.co.uk](http://www.datel.co.uk).

## BANJO-KAZOOIE

Please note: Use *Diddy Kong Racing* keycode. These codes must be on first:

D0000400 0000  
8121C628 1700  
812874C6 1700  
812D3F80 1300

Infinite Lives  
8038696B 0009

Infinite Health  
80386963 0008  
80386965 0001

Infinite Red Feathers  
8038694F 00FF

Infinite Gold Feathers  
80386953 00FF

Infinite Eggs  
80386947 00FF

Infinite Notes  
80386943 00FF

Infinite Air  
8038696E 000B

Infinite Jiggies  
803869AB 00FF

Infinite Skulls  
803869A7 0008

All Notes All Areas  
803869D1 0064  
803869D3 0064  
803869D5 0064  
803869D7 0064  
803869D9 0064

Note: Due to the limits of the cartridge not all codes can be switched on at once. Please only have the codes that are necessary switched on at one time.

# SUPER ROBOT SPIRITS

This Japanese beat-'em-up has yet to make an appearance in the 64 MAGAZINE review pages! However, for any of you that are really quick off the mark and already have it, here are a few cheats. For obvious reasons, we haven't been able to test all of them, and we take no responsibility for anyone who kills their N64 trying them out (particularly the 'Judecca' one!)

## New Colours - Dunbine and Walker Galliam

If you play the game for over 50 hours you can select different coloured renders of Dunbine and Walker Galliam.

## Play As Master Gundam

Select Story mode and defeat Master Gundam three times, and he will become accessible as a playable character.



## Play As Devil Gundam

Complete Story mode with all the characters, and then use Master Gundam to beat Devil Gundam in 64 mode. You will now be able to select and play as Devil Gundam.

## Play As Judecca

If you play the game for over 300 hours, Judecca will appear as a playable character.

## Shining Gundam

In Vs mode use Shining Gundam, and defeat 21 opponents. On the select screen, you will now be able to access Shining Gundam, and use him on all game modes.



# 64 ScoreZone

MAGAZINE

IN ASSOCIATION WITH **Logic 3**

64

## Take your place on the paper podium that is... ScoreZone!

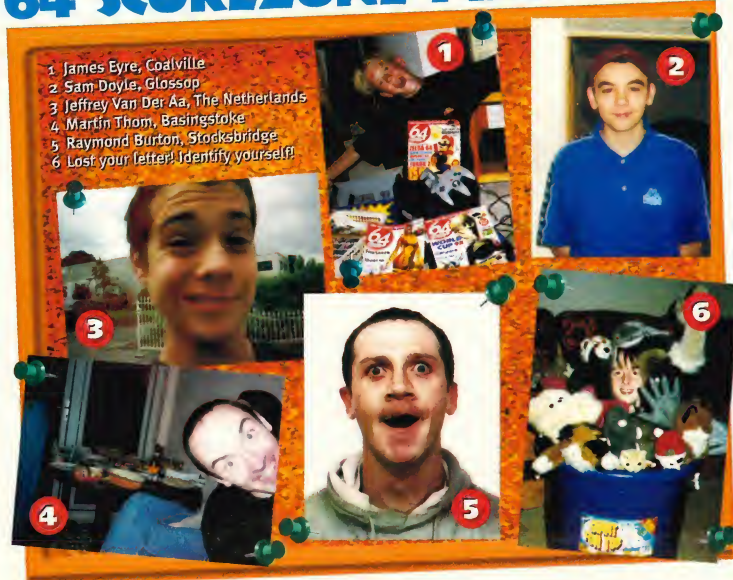
- Once again we've been getting some top scores from all of you, but the Ultimate Player Award this month goes to **Darren Simmons** of **Mossley**, with his excellent *Lylat Wars* score of 2217, proving that you don't need loads of scores to win, just one good one! Unfortunately Darren, your handwriting is a little difficult to read, so if you'd like to give us a ring and confirm your address we'll be able to then send out your Logic 3 pad and memory card.
- This month we're looking for more *Quake* times, as that section is currently being monopolised by **Raymond Burton** of **Stockbridge**. We've also got the first of our *Banjo-Kazooie* times. Just to clarify, we're looking for stage times with all notes, jiggies and honeycombs collected; anyone else need not apply!

## Enter The Zone!

Follow these easy steps for achieving entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time
- Send the proof of your prowess to **64 ScoreZone, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS**
- Include an SAE if you want your photos/videos back

## 64 SCOREZONE PINBOARD



## Mug Zone

You want fame and fortune? Then send a picture of yourself along with your ScoreZone entry! If your score makes it into the charts, then maybe, just maybe, you'll be able to impress your friends and family with the sight of your grinning boat!

## Banjo-Kazooie

### MUMBO'S MOUNTAIN

0:06:47 Danny Dunn, Boston  
0:10:28 Andy McDermott, 64 MAGAZINE  
0:11:54 John Brennan, Bicester

### TREASURE TROVE COVE

0:22:04 John Brennan, Bicester

## Top Gear Rally

### COASTLINE

02:39:50 Kristoffer Thorbjornsen, Scotland  
03:40:42 Jason Larosa, Pembroke  
03:42:82 Chris Dunn, Boston  
03:46:82 Kuljit S Athwal, Dundee  
03:50:10 Richard Dunn, Boston

### STRIP MINE

02:52:79 Jason Larosa, Pembroke  
02:59:11 Chris Dunn, Boston  
03:05:58 Kuljit S Athwal, Dundee  
03:06:22 Jason Saunders, Tenterden  
03:07:02 Gavin Brennan, Claremorris

### JUNGLE

05:10:74 Jason Larosa, Pembroke  
05:14:34 Kuljit S Athwal, Dundee  
05:17:98 Chris Dunn, Boston  
05:18:86 Kristoffer Thorbjornsen, Scotland  
05:39:87 Alan C Salt, Nimbin, Australia

### MOUNTAIN

06:29:16 Kuljit S Athwal, Dundee

### DESERT

06:05:43 Kuljit S Athwal, Dundee

## Wave Race

### SUNNY BEACH

1:00:782 Alan Dundas, Arbroath  
1:05:765 Mark Bonnes, East Kilbride  
1:16:144 Danny Dunn, Boston  
1:16:916 Paul Leah, Stockport  
1:19:298 David Newson, Cumbria

### SUNSET BAY

1:03:925 Alan Dundas, Arbroath  
1:11:620 Mark Bonnes, East Kilbride  
1:24:256 Richard Dunn, Boston  
1:24:808 David Newson, Cumbria  
1:25:168 Gautam Rishi, Gerrards Cross

### DRAKE LAKE

1:09:305 Alan Dundas, Arbroath  
1:12:902 Ross McKinstry, Arbroath  
1:18:954 Mark Bonnes, East Kilbride  
1:25:798 Malthe T. Clausen, Denmark  
1:31:527 Richard Dunn, Boston

### GLACIER COAST

1:29:522 Alan Dundas, Arbroath  
1:36:655 Douglas Bonnes, East Kilbride

### 1:45:108 Gautam Rishi, Gerrards Cross

1:50:589 Russell Auld, Lochwinnoch  
1:53:442 Sam Clifton, Bucks

### PORT BLUE

1:30:304 Mick Smith, Worcester  
1:44:031 Russell Auld, Lochwinnoch  
1:44:037 Gautam Rishi, Gerrards Cross  
1:45:563 Yvo Van Der Smock, Holland  
1:49:224 David Newson, Cumbria

### SOUTHERN ISLAND

1:20:020 Mick Smith, Worcester  
1:25:361 Alan Dundas, Arbroath  
1:40:094 Russell Auld, Lochwinnoch  
1:40:776 Philip Ho, Arbroath  
1:40:964 Gavin Deadman, Biggin Hill

### TWILIGHT CITY

1:52:164 Gautam Rishi, Gerrards Cross  
2:03:365 Gavin Deadman, Biggin Hill

### MARINE FORTRESS

1:33:918 Gautam Rishi, Gerrards Cross  
1:43:500 Gavin Deadman, Biggin Hill

## Starfox/Lylat Wars

### OVERALL SCORE

2217 kills Darren Simmons, Mossley  
2192 kills Andrew Robson, Newcastle-Upon-Tyne  
2097 kills Adrian Stead, Hull  
2096 kills Craig Humphrey, Stifford Clays  
2094 kills Taty Luostarinen, Finland

### CORNERIA

282 kills Andrew Robson, Newcastle-Upon-Tyne  
282 kills Craig Humphrey, Stifford Clays  
259 kills Neil Friedman, Whitefield  
254 kills Adrian Stead, Hull  
240 kills Matthew Kagelidis, Greece

### METEO

302 kills Gavin Brennan, Claremorris

### SECTOR X

161 kills Gavin Brennan, Claremorris

### KATINA

192 kills Gavin Brennan, Claremorris

### SECTOR Y

166 kills Gavin Brennan, Claremorris

### VENOM 2

227 kills Gavin Brennan, Claremorris



## Nagano Winter Olympics

### BOBSLEIGH

51:34 Simon Moorhouse, Doncaster  
52:60 Peter Bell, Kent  
53:85 Stu Heath, Kent

### ALPINE SKIING

1:20:13 Simon Moorhouse, Doncaster

### SPEED SKATING 1500M

1:49:98 Joe Hamid, Mitcheldean

### CHAMPIONSHIP SCORE

1338 pts Simon Moorhouse, Doncaster

## Chameleon Twist

### JUNGLE LAND

03:15 Robert Gallagher, Southampton  
03:25 Zack King, Surrey

### ANT LAND

09:27 Ryan McClean, Southampton

## Fighter's Destiny

### RECORD ATTACK: FASTEST

0:20:91 Ben Atkinson, Newcastle-Upon-Tyne  
0:36:19 Nicholas Davies, Longfield  
0:36:91 Martin Thom, Hook  
0:38:42 Jeffrey Van Der Aa, The Netherlands  
0:56:39 Tom Cordrey, North Yorkshire

### RECORD ATTACK: RODEO

6:58:30 Nicholas Davies, Longfield  
2:17:29 Jeffrey Van Der Aa, The Netherlands  
2:13:76 Gautam Rishi, Gerrards Cross  
1:46:36 Ryan McClean, Belfast  
1:40:13 Martin Thom, Hook

### RECORD ATTACK: SURVIVAL

229 wins Russell Murray, Bournemouth  
93 wins Nicholas Davies, Longfield  
47 wins Martin Thom, Hook

## Extreme G

### CITY 1

2:05:81 Michael Williams, Exeter  
2:08:73 Joe Young, Bickerton  
2:09:65 Karl Watt, Road Side  
2:10:53 Shannon Mundy-Castle, Tasmania  
2:10:88 Hayeb Kamali, Cardiff

### DESERT 1

2:02:88 Michael Williams, Exeter

## Diddy Kong Racing

### ANCIENT LAKE

00:42:03 Adam Charlton, Buckden  
00:42:10 Rob Pierce, Salisbury  
00:42:54 Stephen Henderson, Upminster  
00:42:65 Thomas Ferrari, Norfolk  
00:44:25 Richard Dunn, Boston

### FOSSIL CANYON

01:06:53 Adam Charlton, Buckden  
01:10:00 Arthur van Dalen, Netherlands  
01:11:83 Richard Dunn, Boston  
01:12:81 Thomas Ferrari, Norfolk  
01:13:73 Danny Dunn, Boston

### JUNGLE FALLS

00:43:65 Adam Charlton, Buckden  
00:45:66 Arthur van Dalen, Netherlands  
00:47:13 Richard Dunn, Boston  
00:47:46 Rob Pierce, Salisbury  
00:48:75 Jason B, Warwickshire

### TREASURE CAVES

00:47:71 Arthur van Dalen, Netherlands  
00:49:06 Richard Dunn, Boston  
00:49:31 Thomas Ferrari, Norfolk  
00:49:41 Jason B, Warwickshire  
00:50:05 Rob Pierce, Salisbury

### WHALE BAY

00:57:06 Rob Pierce, Salisbury  
00:59:63 Danny Dunn, Boston  
01:03:63 Gavin Brennan, Claremorris

### PIRATE LAGOON

01:04:36 Rob Pierce, Salisbury  
01:13:35 Gavin Brennan, Claremorris

### WINDMILL PLAINS

01:35:45 Adam Charlton, Buckden  
01:45:93 Richard Dunn, Boston  
01:52:10 Rob Pierce, Salisbury  
01:52:56 Kevin Seeney, Bury St Edmunds  
02:05:00 Kenneth Dundas, Arbroath

### CRESCENT ISLAND

01:11:40 Adam Charlton, Buckden  
01:14:31 Richard Dunn, Boston  
01:30:76 Neil Friedman, Whitefield

### HOT TOP VOLCANO

01:15:75 Richard Dunn, Boston  
01:17:93 Rob Pierce, Salisbury  
01:18:45 Neil Friedman, Whitefield  
01:18:76 Kevin Seeney, Bury St Edmunds  
01:23:33 Matthew Stevenson, Bournemouth

### HAUNTED WOODS

01:05:15 Kenneth Dundas, Arbroath

### FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury

### BOULDER CANYON

01:33:36 Rob Pierce, Salisbury  
01:33:81 Danny Dunn, Boston

### WALRUS COVE

01:36:55 Adam Charlton, Buckden  
01:40:95 Richard Dunn, Boston  
01:44:15 Rob Pierce, Salisbury  
01:46:82 Kevin Seeney, Bury St Edmunds  
1:47:30 Neil Friedman, Whitefield

### SPACEDUST ALLEY

01:34:51 Danny Dunn, Boston  
01:44:61 Arthur van Dalen, Netherlands  
01:51:05 Rob Pierce, Salisbury  
01:53:03 Gavin Brennan, Claremorris  
01:54:75 Matthew Stevenson, Bournemouth

### DARKMOON CAVERNS

01:49:03 Richard Dunn, Boston  
01:49:75 Adam Charlton, Buckden  
01:55:76 Rob Pierce, Salisbury  
01:56:60 Kevin Seeney, Bury St Edmunds  
01:58:65 Arthur van Dalen, Netherlands

### SPACEPORT ALPHA

01:44:60 Danny Dunn, Boston  
01:46:23 Rob Pierce, Salisbury  
01:49:40 Arthur van Dalen, Netherlands  
01:54:53 Gavin Brennan, Claremorris  
02:02:85 Kenneth Dundas, Arbroath

### STAR CITY

01:30:45 Rob Pierce, Salisbury  
01:30:90 Richard Dunn, Boston  
01:32:46 Arthur van Dalen, Netherlands  
01:34:88 Stephen Henderson, Upminster  
01:38:31 Kevin Seeney, Bury St Edmunds

## Goldeneye

### FACILITY - 00 LEVEL!

1:07 Matthew Stevenson, Bournemouth  
1:10 Matthys ten Ham, The Netherlands  
1:12 Michael Williams, Exeter  
1:27 Daniel Syversen, Norway  
1:31 Stephen Hill, Maidstone

### BYELOMORYE DAM

0:56 James Hurst, Surrey  
0:56 Matthys ten Ham, The Netherlands  
0:56 Richard Lovelock, Newbury  
0:57 Zack King, Surrey  
0:57 Michael Williams, Exeter

### FACILITY

0:55 Matthew Stevenson, Bournemouth  
0:58 Matthys ten Ham, The Netherlands  
0:59 Jon Quarrie, Stapleford  
0:59 Neil Friedman, Whitefield  
1:00 Michael Williams, Exeter

### RUNWAY

0:24 Michael Williams, Exeter  
0:25 Mike Geisler, Australia  
0:25 Matthys ten Ham, The Netherlands  
0:25 Sam Doyle, Glossop  
0:25 Alex Fuller, Gillingham

### SURFACE 1

1:07 Danny Dunn, Boston  
1:11 Matthew Stevenson, Bournemouth  
1:13 Matthys ten Ham, The Netherlands  
1:13 Neil Friedman, Whitefield  
1:14 Michael Williams, Exeter

### BUNKER 1

0:22 Andrew Jones, Weston-Super-Mare  
0:23 Matthew Stevenson, Bournemouth  
0:23 Matthys ten Ham, The Netherlands  
0:24 Michael Williams, Exeter  
0:24 Sam Doyle, Glossop

### LAUNCH SILO

1:26 Michael Williams, Exeter  
1:31 Matthew Stevenson, Bournemouth  
1:32 Alan Dundas, Arbroath  
1:33 Danny Dunn, Boston  
1:35 Richard Lovelock, Newbury

### FRIGATE

0:34 Adam Tucker, Great Yarmouth  
0:35 Matthys ten Ham, The Netherlands  
0:35 Matthew Stevenson, Bournemouth  
0:35 Michael Williams, Exeter  
0:35 Neil Friedman, Whitefield

### SURFACE 2

0:59 Andrew Jones, Weston-Super-Mare  
0:59 Sam Doyle, Glossop  
1:00 Danny Dunn, Boston  
1:00 Sam Doyle, Glossop  
1:04 Raymond Burton, Stocksbridge

### BUNKER 2

0:26 Danny Dunn, Boston  
0:31 Michael Williams, Exeter  
0:32 Matthew Stevenson, Bournemouth  
0:32 Neil Friedman, Whitefield  
0:32 Sam Doyle, Glossop

### STATUE PARK

2:38 Danny Dunn, Boston  
2:39 Raymond Burton, Stocksbridge

2:39 Neil Friedman, Whitefield  
2:41 Matthys ten Ham, The Netherlands  
2:44 David Hanson, Birmingham

### MILITARY ARCHIVES

0:20 Matthew Stevenson, Bournemouth  
0:21 Michael Williams, Exeter  
0:21 Sam Doyle, Glossop  
0:22 Matthys ten Ham, The Netherlands  
0:23 Richard Lovelock, Newbury

### STREETS

1:14 Danny Dunn, Boston  
1:18 Matthys ten Ham, The Netherlands  
1:18 Jon Quarrie, Stapleford  
1:19 Michael Williams, Exeter  
1:19 Raymond Burton, Stocksbridge

### DEPOT

0:31 Michael Williams, Exeter  
0:31 Richard Lovelock, Newbury  
0:31 Matthys ten Ham, The Netherlands  
0:31 Matthew Stevenson, Bournemouth  
0:31 Kenneth Dundas, Arbroath

### TRAIN

1:42 Matthew Stevenson, Bournemouth  
1:46 Sam Doyle, Glossop  
1:49 Neil Friedman, Whitefield  
1:52 Michael Williams, Exeter  
1:54 Stephen Hill, Maidstone

### JUNGLE

1:19 Neil Friedman, Whitefield  
1:22 Matthew Stevenson, Bournemouth  
1:25 Sam Doyle, Glossop  
1:45 Andrew Jones, Weston-Super-Mare  
1:56 Stephen Hill, Maidstone

### CONTROL CENTRE

4:52 Andrew Jones, Weston-Super-Mare  
5:07 Michael Williams, Exeter  
5:14 Karl Watt, Road Side  
5:23 Neil Friedman, Whitefield  
5:44 Danny Dunn, Boston

### WATER CAVERNS

1:08 Danny Dunn, Boston  
1:10 Kenneth Dundas, Arbroath  
1:10 Sam Doyle, Glossop  
1:11 Michael Williams, Exeter  
1:11 Matthew Stevenson, Bournemouth

### CRADLE

0:54 Sam Doyle, Glossop  
0:55 Neil Friedman, Whitefield  
1:02 Jon Quarrie, Stapleford  
1:04 Matthys ten Ham, The Netherlands  
1:04 Sam Doyle, Glossop

### AZTEC COMPLEX

3:56 James Eyre, Coalville  
3:59 Karl Watt, Road Side  
3:59 Sam Doyle, Glossop  
4:08 Danny Dunn, Boston  
4:12 Matthew Stevenson, Bournemouth

### EGYPTIAN TEMPLE

1:01 Michael Williams, Exeter  
1:02 Adam Tucker, Great Yarmouth  
1:02 Matthew Stevenson, Bournemouth  
1:04 Richard Lovelock, Newbury  
1:05 Jon Quarrie, Stapleford

# GOLDENEYE 60 MINUTE CHALLENGE!

The idea is simple. Finish every *Goldeneye* level on oo difficulty so that your combined times add up to a total of one hour or less.

No entries for this as yet, so we can only assume you're just not up to the task! However, we'll keep the challenge running for another month and see what happens. Get out there and play *Goldeneye*!

We're still looking for ideas for new Zone challenges - so send 'em in!





## Turok Training Level

2:12 Michael Williams, Exeter  
3:15 Gavin Deadman, Biggin Hill

## Wetrix Classic

2874:58 Darren Cooper, Anfield  
207341 Stephen Henderson, Upminster

## Mischief Makers

47 gems Robert Gallagher, Southampton

## Tetrisphere

### RESCUE

82047300 Gavin Brennan, Clarendon  
78621700 Barbet Koolmees, The Hague, Holland  
38034300 Zack King, Surrey

### PUZZLE

4:44 Gavin Brennan, Clarendon

## Shadows Of The Empire

### BATTLE OF HOTH

0:02:07 Matthew Stevenson, Bournemouth  
0:04:27 Hans Lafeber, The Netherlands

### ESCAPE FROM ECHO BASE

0:03:52 Matthew Stevenson, Bournemouth  
0:04:04 Hans Lafeber, The Netherlands

### THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth  
0:04:36 Hans Lafeber, The Netherlands

### MOS EISLEY AND BEGGAR'S CANYON

0:02:49 Matthew Stevenson, Bournemouth  
0:04:26 Hans Lafeber, The Netherlands

### IMPERIAL FREIGHTER SUPROSA

0:03:13 Hans Lafeber, The Netherlands

### SKYHOOK BATTLE

0:06:50 Matthew Stevenson, Bournemouth

### XIZOR'S PALACE

0:07:50 Hans Lafeber, The Netherlands

## Yoshi's Story

37424 Danny Dunn, Boston  
35998 Richard Dunn, Boston  
35460 Bonny Qvistoff, Copenhagen  
33234 Steven Dijkerman, The Netherlands  
29266 Michael Williams, Exeter

## Snowboard Kids

### ROOKIE MOUNTAIN

0:26:43 Rob Pierce, Salisbury  
0:26:63 Kenneth Dundas, Arbroath  
0:27:33 David Dennison, Welwyn Garden City  
0:30:20 Jay Scott, Fort William  
0:30:66 Joe Young, Bickerton

### BIG SNOWMAN

1:37:43 Rob Pierce, Salisbury  
1:41:26 David Dennison, Welwyn Garden City  
1:41:33 Kenneth Dundas, Arbroath  
2:01:73 Joe Young, Bickerton  
2:01:76 Mike Brear, Wirral

### SUNSET ROCK

1:38:50 Rob Pierce, Salisbury

### NIGHT HIGHWAY

1:31:60 Rob Pierce, Salisbury  
1:32:66 Kenneth Dundas, Arbroath  
1:33:66 Joe Young, Bickerton  
1:33:90 David Dennison, Welwyn Garden City  
1:37:66 Daniel Syversen, Norway

### GRASS VALLEY

1:42:26 Rob Pierce, Salisbury  
1:44:86 Kenneth Dundas, Arbroath  
1:46:83 Joe Young, Bickerton  
1:47:10 Daniel Syversen, Norway  
1:50:60 David Dennison, Welwyn Garden City

### DIZZY LAND

1:36:43 Rob Pierce, Salisbury  
1:37:43 Kenneth Dundas, Arbroath  
1:37:53 Daniel Syversen, Norway  
1:37:53 Joe Young, Bickerton  
1:38:50 David Dennison, Welwyn Garden City

### QUICKSAND VALLEY

01:37:10 Rob Pierce, Salisbury  
01:37:83 Kenneth Dundas, Arbroath  
01:40:50 Daniel Syversen, Norway

### SILVER MOUNTAIN

01:46:86 Kenneth Dundas, Arbroath  
01:47:33 David Dennison, Welwyn Garden City  
01:47:80 Rob Pierce, Salisbury  
01:48:30 Joe Young, Bickerton  
01:49:96 Daniel Syversen, Norway

### NINJA LAND

0:23:06 Rob Pierce, Salisbury  
0:24:50 Kenneth Dundas, Arbroath  
0:24:46 Daniel Syversen, Norway  
0:24:53 Joe Young, Bickerton  
0:24:60 Mike Brear, Wirral

### ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton  
4352 Joe Young, Bickerton  
2704 Mike Brear, Wirral

## Quake 64

### MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter  
0:30 Raymond Burton, Stockbridge

### MAP 2: CASTLE OF THE DAMNED

0:43 Michael Williams, Exeter  
0:44 Raymond Burton, Stockbridge  
0:49 John Brennan, Bicester

### MAP 3: THE NECROPOLIS

1:14 Michael Williams, Exeter  
1:24 Raymond Burton, Stockbridge

### MAP 4: GLOOM KEEP

0:57 Raymond Burton, Stockbridge

### MAP 5: THE DOOR TO CHTHON

1:06 Raymond Burton, Stockbridge

### MAP 6: HOUSE OF CHTHON

0:30 Raymond Burton, Stockbridge  
0:35 John Brennan, Bicester

### MAP 7: ZIGGURAT VERTIGO

2:41 John Brennan, Bicester

### MAP 8: THE OGRE CITADEL

1:09 Raymond Burton, Stockbridge  
1:22 John Brennan, Bicester

### MAP 9: THE CRYPT OF DECAY

1:27 Raymond Burton, Stockbridge

### MAP 10: THE WIZARD'S MANSE

2:35 Raymond Burton, Stockbridge

### MAP 12: THE UNDEREARTH

1:13 Raymond Burton, Stockbridge

### MAP 13: TERMINATION CENTRAL

1:10 Raymond Burton, Stockbridge

### MAP 14: THE VAULTS OF ZIN

1:25 Raymond Burton, Stockbridge

### MAP 15: THE TOMB OF TERROR

1:25 Raymond Burton, Stockbridge

### MAP 17: CHAMBERS OF TORMENT

1:27 Raymond Burton, Stockbridge

### MAP 23: AZURE AGONY

3:26 Raymond Burton, Stockbridge

### MAP 25: SHUB NIGGURATH'S PIT

0:52 John Brennan, Bicester

## Mario Kart 64

### LUIGI RACEWAY

01:21:94 Arthur van Dalen, Netherlands  
01:31:30 Taty Luostarinen, Finland  
01:38:47 Rob Pierce, Salisbury  
01:39:64 Richard Dunn, Boston  
01:40:09 James Eyre, Coalville

### MOO MOO FARM

01:21:71 James Eyre, Coalville  
01:21:80 Mick Smith, Worcester  
01:22:32 Alan Dundas, Arbroath  
01:31:26 Danny Dunn, Boston  
01:33:68 Rob Pierce, Salisbury

### KOOPA TROOPA BEACH

01:28:56 Mick Smith, Worcester  
01:29:27 Edward Peszewski, California, USA  
01:30:42 Alan Dundas, Arbroath  
01:33:61 Jason Wheatley, Shildon  
01:40:17 Richard Dunn, Boston

### FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands  
00:27:45 Alan Pierce, Salisbury  
00:27:72 Rob Pierce, Salisbury  
00:29:57 Danny Dunn, Boston  
00:39:43 Russell Auld, Lochwinnoch

### MARIO RACEWAY

00:54:01 Taty Luostarinen, Finland  
00:58:30 Mick Smith, Worcester  
01:02:65 Rob Pierce, Salisbury  
01:04:79 Richard Dunn, Boston  
01:09:90 Matthew Bullman, Castleford

### WARIO STADIUM

00:21:22 Richard Dunn, Boston  
00:22:03 Rob Pierce, Salisbury  
00:22:17 Danny Dunn, Boston  
00:23:52 Neil Friedman, Whitefield  
00:26:62 Matthys ten Ham, The Netherlands

### CHOCO MOUNTAIN

01:40:71 Rob Pierce, Salisbury  
01:46:96 Danny Dunn, Boston  
01:49:89 Mick Smith, Worcester  
01:55:22 Kenneth Dundas, Arbroath  
01:56:54 Matthys ten Ham, The Netherlands

### ROYAL RACEWAY

01:57:53 Mick Smith, Worcester  
02:07:54 Rob Pierce, Salisbury  
02:10:06 Danny Dunn, Boston  
02:22:46 Jeffrey Van Der Aa, The Netherlands  
02:23:75 Ingvar Gunnarsson, Iceland

### KALAMARI DESERT

01:36:58 James Eyre, Coalville  
01:37:22 Alan Dundas, Arbroath  
02:10:76 Danny Dunn, Boston  
02:12:36 Rob Pierce, Salisbury  
02:13:71 Richard Dunn, Boston

### YOSHI VALLEY

01:11:55 Danny Dunn, Boston  
01:13:36 Matthys ten Ham, The Netherlands  
01:32:73 Rob Pierce, Salisbury  
02:00:28 Russell Auld, Lochwinnoch  
02:07:83 Paul Lloyds, Tenderden

### RAINBOW ROAD

04:15:95 Alan Dundas, Arbroath  
04:40:18 Rob Pierce, Salisbury  
04:53:52 Danny Dunn, Boston  
05:05:21 Russell Auld, Lochwinnoch  
05:12:75 Ingvar Gunnarsson, Iceland

### BANSHEE BOARDWALK

01:47:28 Arthur Van Dalen, The Netherlands  
02:02:06 Alan Dundas, Arbroath  
02:08:77 Rob Pierce, Salisbury  
02:20:75 Russell Auld, Lochwinnoch  
02:21:03 James Eyre, Coalville

### DONKEY KONG'S JUNGLE PARKWAY

00:31:94 Danny Dunn, Boston  
00:35:01 Rob Pierce, Salisbury  
00:46:29 Richard Dunn, Boston  
01:18:67 Matthys ten Ham, The Netherlands  
01:35:28 Arthur Van Dalen, The Netherlands

### SHERBET LAND

01:56:23 Mick Smith, Worcester  
01:56:41 Alan Dundas, Arbroath  
02:00:27 James Eyre, Coalville  
02:05:14 Rob Pierce, Salisbury  
02:05:82 Danny Dunn, Boston

### BOWSER'S CASTLE

02:04:44 Kenneth Dundas, Arbroath  
02:17:71 Rob Pierce, Salisbury  
02:22:67 Matthys ten Ham, The Netherlands  
02:30:37 Russell Auld, Lochwinnoch

### TOAD TURNPIKE

01:57:79 Danny Dunn, Boston  
02:35:59 Kenneth Dundas, Arbroath  
02:45:26 James Eyre, Coalville  
03:11:35 Russell Auld, Lochwinnoch  
03:27:86 David Dennison, Welwyn Garden City

## Mario 64

2088 coins Ingvar Gunnarsson, Iceland

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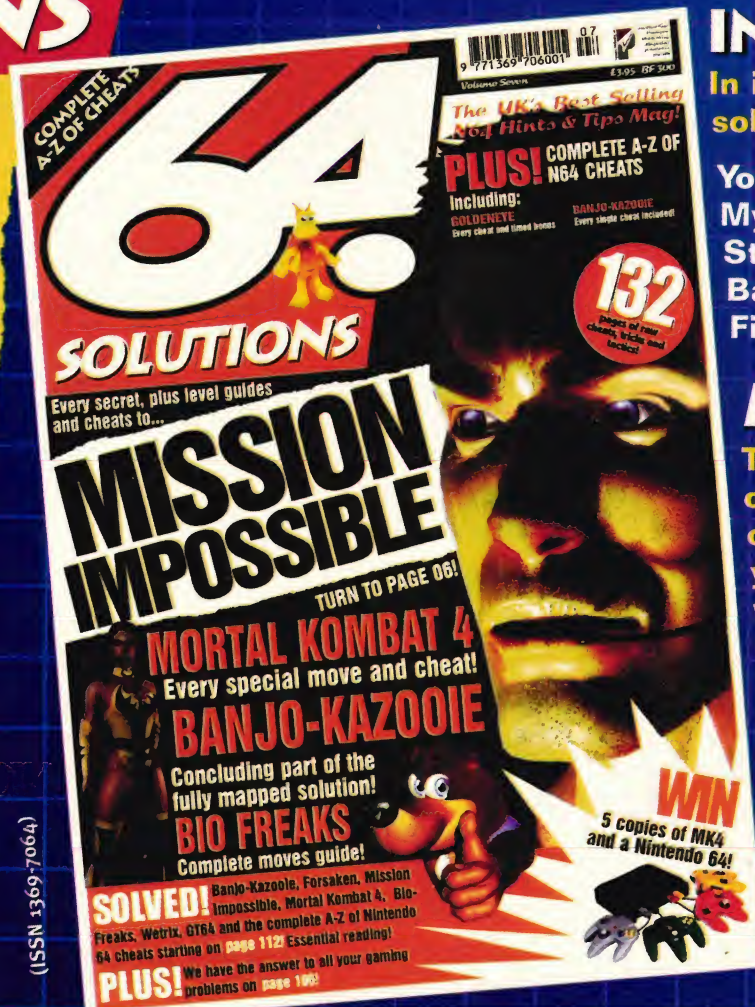
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# Buck Bumble

**Time to bee a hero! Get down and kick some serious insect butt with the first part of our comprehensive Buck Bumble fly-through!**

## Weapons

The essential part of Buck's kit – you wouldn't get far without these!

### THE STINGER

This is the standard issue wrist-mounted Stinger Laser which is your basic default weapon. It is powered by your beating wings and so never runs out of ammo. It's very dependable in a tight spot and useful when you want to save precious ammo from another weapon.

**Range:** Long

**Rate of fire:** Medium

**Effective against:** Secret walls, mines, switches, Crane Flies.

**Ineffective against:** Killa-Pillas, rapid firing enemies.

### PLASMA PISTOL

This weapon has good all-round capabilities. It has a rapid-firing auto mechanism to take down smaller enemies with ease.

**Range:** Medium

**Rate of fire:** Fast

**Effective against:** Wasps, Louse Guns, Mines, Killa-Pillas.

**Ineffective against:** Larger enemies such as Scorpion Tanks, Herd Commander.

### SPIKER

This is a rapid firing gun that shoots a steady stream of red-hot spikes. Firing these spikes into the ground can also act as mini-mines, which can damage enemies if they walk over them.

**Range:** Medium

**Rate of fire:** Fast

**Effective against:** Weevil Cannons, Transporters.

**Ineffective against:** Scorpion Tanks, Herd Commander.

### STUN GUN

This is a special one-off gun used to stun your opponent. It will render them defenceless for a short amount of time.

**Range:** Medium

**Rate of fire:** Medium

**Effective against:** Herdlings.

**Ineffective against:** All other enemies.

### FRAG CANNON

This long-range weapon fires an explosive shell that detonates on impact.

**Range:** Long

**Rate of fire:** Slow

**Effective against:** All ground and some airborne enemies.

**Ineffective against:** Wasps, Mosquitoes, Fire Flies, Hover Flies.

### HGS2000

The HGS2000 is an auto-homing plasma weapon that will eradicate most nearby enemies. It's a good weapon but its rapid firing means that it guzzles ammo. Used wisely, it is a very effective weapon.

**Range:** Medium

**Rate of fire:** Fast

**Effective against:** Swarms of airborne enemies, also Hover Flies, Fireflies, Mosquitoes, Ants, Dragnflies.

**Ineffective against:** Wood Wasps.

### PULSE LASER

The Pulse Laser is a very powerful firearm that shoots quick energy pulses. It is a very strong weapon that demands accuracy.

**Range:** Medium

**Rate of fire:** Fast

**Effective against:** Dragnflies, Killa-Pillas, Louse Guns, The Queen.

**Ineffective against:** Wood Wasps.

### CLUSTER BOMB

The Cluster Bomb disperses small clusters of explosives onto unsuspecting enemies. It is best used against slower moving ground-based enemies.

**Range:** Medium

**Rate of fire:** Slow

**Effective against:** Giz Beetles, Ants and other small ground-based enemies.

**Ineffective against:** Rapid-moving airborne enemies such as Wasps, Hover Flies, Mosquitoes.

### EXO-SECT LAUNCHER

The Exo-Sect Launcher is a weapon that targets the nearest enemy with a powerful missile.

**Range:** Long

**Rate of fire:** Medium

**Effective against:** Killa-Pillas, Herd Commanders.

**Ineffective against:** Fast moving enemies such as Ants, Hover Flies, Mosquitoes.

### GUIDED MISSILE LAUNCHER

Once fired you assume directional control of the missile. With a bit of practice you will be able to hit your target with accuracy.

**Range:** Long

**Rate of fire:** Medium

**Effective against:** Gun Turrets, Louse Guns, Dragnflies, Killa-Pillas.

**Ineffective against:** Wasps, Ants, Hover Flies, Fire Flies, Mosquitoes.

### FUSION CANNON

The Fusion Cannon is the mother of all weapons. It sends out a huge bolt of energy that destroys most enemies within a fairly large range. Use it sparingly and if possible save it to use on strong enemies and bosses as this weapon can be hard to obtain.

**Range:** Long

**Rate of fire:** Slow

**Effective against:** Everything except the Queen!

**Ineffective against:** Queen.



# bumble

## Secrets

Secrets in *Buck Bumble* come in the form of weaknesses in walls, which can be shot, or hidden areas accessed through tunnels and teleports. Secrets can also triggered by Buck performing a series of actions such as landing on or flying by a certain object. The secret areas are never predictable. Keep an eye out for them – you will be greatly rewarded!



## The Herd (Insectapidea)

*"Buck, our Bumble Intelligence Unit has collated all known information on the Evil Herd and has put in the Insectapidea File. Take care of this data, Buck. It's TOP SECRET."*

### ANT

The Ant is an easy target on its own. The problem is that it always moves in numbers so you must be careful. Ants are quick, agile and can spit acid with deadly accuracy – watch out when you confront these because when it comes to the Herd size isn't everything!



### GIZ BEETLE

Giz Beetles aren't the fastest of the Herd ground units, but with heavy armour and a rapid firing acid cannon they can lob a vicious volley to bring you down. Like the Ants, they move in numbers which makes them even more dangerous.



### TRANSPORTER

Used to move supplies around, the Transporters will not pose a problem for you. They are slow and aren't very bright but watch out when you destroy them – they're full of some sort of acid mucus that can give you a nasty burn. Their backsides are armour-plated so they will not take damage if shot from behind.



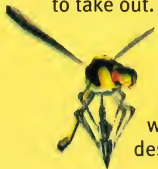
### WEEVIL CANNON

These tank-like enemies can blow you out of the air if they get a good aim on you. Like the Transporter, they are slow so move quickly and you'll be able to take them down. They are very accurate shots. They also have heavy armour so don't hold back on your firepower – they can take it.



### CRANE FLY

The Crane Fly is the Herd basic reconnaissance unit and shouldn't pose too much of a problem for you to take out. They are quite slow in the air and have no defensive capabilities but they can carry an explosive device which, when dropped, destroys ground targets.



### WASP MK1 UNIT

This is the Herd basic air unit, used both defensively and for attacking air targets. The wasp has little or no ground capabilities. Bumble Intelligence believes the Herd may be developing an upgrade to the wasp to make it even more dangerous.



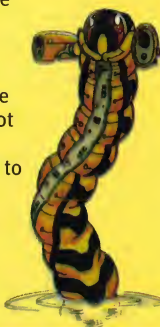
### DRAGUNFLY

This enemy might be a bit of a handful but Buck should be up to the task. Heavily armoured and carrying a Pulse Laser, they are a serious threat so take care when engaging this enemy.



### KILLA-PILLA

The Herd Killa-pillas are excellent sentry guards and are found around water. Armed with twin mounted plasma cannons and effective targeting, they are not an easy enemy to avoid. If you do have to take one down, aim for the head – it's their weakest point. But with those cannons you'd better be quick.



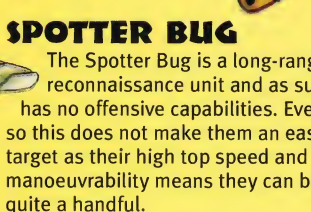
### HERD COMMANDER

This is a formidable air attack unit, so be extra careful when you encounter these. They are one of the more heavily armoured flying enemies so aren't very agile in the air. As they are armed with twin heavy duty Pulse Lasers don't get in their way without some sort of plan first. The Herd uses the Commander to guard strategic positions and their excellent rapid firing range means that they are very effective.



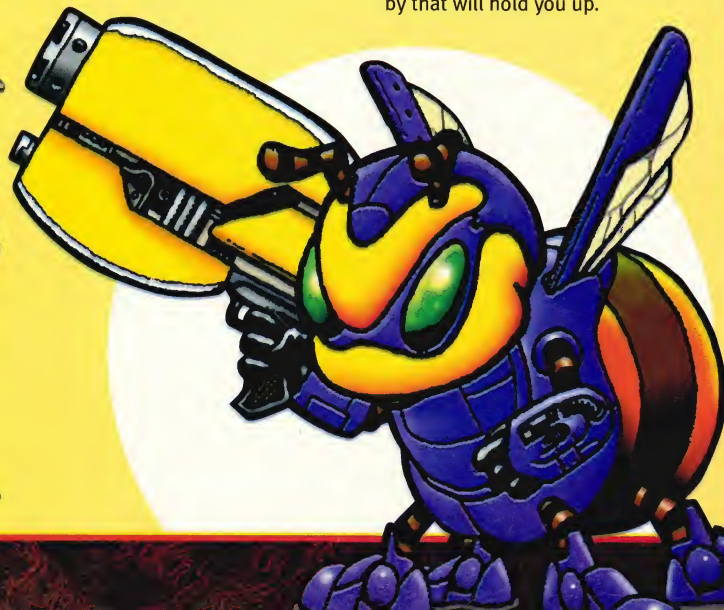
### SPOTTER BUG

The Spotter Bug is a long-range reconnaissance unit and as such has no offensive capabilities. Even so this does not make them an easy target as their high top speed and manoeuvrability means they can be quite a handful.



### CHAIN MOTH

Armed with a twin chain gun, the Chain Moth has good all-round capabilities and an alarming fire rate. A medium sized air unit normally found in dark areas



### BLOCKER BUG

This bug is exactly that, a blocker. The Herd has specially designed this insectoid to get in your way and it's very good at it. The best strategy against them seems to be a long-range attack but we know in the heat of battle that may not always be possible.



### MOSQUITOES

These small flying enemies are usually found in swarms. The Mosquitoes have no weapons but are ultra quick, which can make it hard to get a good aim. If threatened they will dive-bomb you.

### HOVER FLY

This well-camouflaged enemy may prove to be a bit of a problem. They are very fast and manoeuvrable, making them a hard target, and with their fiery spike offensive weapon they can do considerable damage – watch out, Buck!



### SPIDER

This venom-spitting ground enemy is very quick and agile while being quite heavily armoured. Watch out for webs when flying in enclosed areas, there's always a Spider close by that will hold you up.



## MISSION ONE:

## Shock Strike

"A forward Herd scout unit has been sighted. Teleport from base and eliminate all the enemies you find in the area. Good luck!"

The tactics in this mission are simple: Kill everything!

You start off in your base. Collect the pick-ups on top of the bridge and on the hedges. There are also pick-ups on the mushroom and inside the tubes and you should collect the nectar from the flower. Once you're done here, it's time to fly over the hedge (collecting the pick-ups) through the hole in the wall and into the teleport.



Go through the teleport fly left and into the section with four Crane Flies. Crane Flies are pretty harmless, so a few shots with your Stinger should do the trick. The small tube on the ground contains a 100 point pick-up and on the small stone near the path is a Plasma Pistol. You can use this on the Crane Flies though it's best to save it for the Wasps.

Once you've destroyed the Crane Flies the Herd gate opens and Wasps pour in through the gate. Destroy them and collect the Plasma Pistols they drop. If you lose any health you can find some nectar near the teleport.

Fly through the Herd gate. On the ground to the right is a Transporter. On the mushroom next to it is the Frag Cannon which is perfect for destroying the heavily armoured insects. Fly around



▲ The flowers are one of the most important elements in the game as they supply you with energy. Simply fly under them and grab the nectar.



▲ Herd Gates are everywhere. They are opened in one of three ways: by killing everything, by blowing up a switch and by finding a multipart key.

▲ Herd mines and mushrooms should be avoided at all costs. Get too close and they explode, taking a chunk of your energy with them.

to the front of the Transporter and fire the Frag Cannon. It's pointless to shoot the insect from behind as it has an armour-plated rear. Back off when the Transporter explodes as it spews out green acid which saps your energy.

Destroy all the other enemies in the area and fly towards the tap, being careful not to set off the mines and the exploding mushrooms. Destroy the last two Crane Flies and the Transporter and don't forget to collect the points pick-ups from on top of the garden urns.

**Secret One:** After you have flown past the line of mines and exploding mushrooms, you will see a little red mushroom in the left-hand corner in front of you. Fly over it and back to the raised pond where three points pick-ups will have appeared on the lily pads.







▲ Activate a switch by shooting it, and you'll set off a chain reaction in the conduit leading from it which will open the Herd Gate.



▲ The mark on this wall is a weak spot in the brickwork. Shoot it to blow a hole in the wall and access a secret area.

## MISSION TWO:

# Radar Run

*"The Herd seems to have radar that pinpoints our position. Three satellite uplinks must be destroyed for our location to remain a secret. We understand that one of the radar dishes is hidden beyond a secret passage!"*

**T**his mission involves destroying all three radar dishes. You beam in front of a switch. Shooting the switch destroys the conduits and opens the Herd Gate, so blow it!

**Secret One:** In the area behind you where you start, look up and you'll see a mushroom on a ledge of the dirt wall behind you. Land on the mushroom and Spikers appear on the other mushrooms near the switch.

Pass through the Herd Gate to find the first radar dish. Destroy it and search the area collecting all the points pick-ups, Plasma Pistols and Frag Cannons. In this area is another switch attached to a conduit. Shoot the switch and follow the conduit over and between the stone columns.



**Secret Two:** Examine the wall behind the switch to find a slight weakness in it. Shoot the wall at this point to open a secret area behind the wall. Inside you'll find three flower pots. The first has a 500-points pick-up, the third a Spiker. The middle flower pot has no pick-up as yet. (See Secret Three.)

In the next small section collect the Plasma Pistol from the lily pad and proceed through the yellow Herd door that you just opened. The second radar dish is ahead of you. Destroy it but watch for the swarm of Wasps. It's easier to take them out before destroying the dish. In this area is a Wheelbarrow. Inside the Wheelbarrow are two points pick-ups and a Full Health pick-up.

**Secret Three:** Collect the Full Health nectar pick-up from the wheelbarrow and return to secret area two. The centre flower pot will now have a Fusion Cannon sitting above it.

▲ Two of these pots contain something when you first enter this area. The third item, a Fusion Cannon, appears later.

▼ The Weevils are a nasty enemy. They're fast moving, rapid firing, and deadly accurate. Take them out as fast as possible!



**Secret Four:** Look for the green hedge. Fly over it and follow the pick-ups to a teleport. Through the teleport are three Spikers, a Full Health pick-up and some Wasps. Collecting the health also makes Wasps appear in the area near the wheelbarrow.

Next to the wheelbarrow are some small Herd Barracks. Blow them up to reveal a secret passage and don't forget to collect the points pick-up from the flower pot before you go down it.

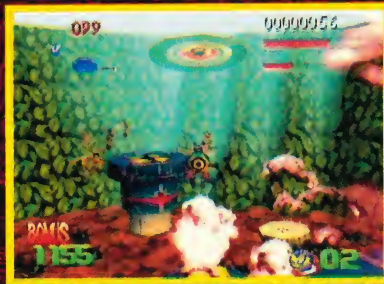
As you go down the passage you're told to "kill the Weevils." The best weapon for this is the Frag Cannon, which is on the flower pots to your left as you fly in. The trick is to stay well back from the Weevils and keep moving because their fire is very accurate. Next check around the sides and behind the raised brick flower beds for valuable points pick-ups.

The Weevils drop Frag Cannons, so make sure you collect these before proceeding through the red Herd Gate, which opens when you kill them all. If you're running low on nectar after your encounter with the Weevils, turn 180° as you exit the gate for a Full Health pick-up.

First task now is to destroy the Louse Gun Emplacement. There is also a points pick-up on the tennis ball but you have to destroy the Giz Beetles guarding it first. To aid you in doing this there are Cluster Bombs on the lily pads. Make sure you also destroy the mines before approaching the teleport.

Through the teleport in the last section is the final radar dish. It's best to destroy the Wasp and Giz beetle nest first as the beetles are very good at knocking you out of the sky and then trampling you! The nest is vulnerable when it opens, so hover at a height and pick off some of the beetles which will make the nest open to spawn more and take it out! All that remains then is to clean up the remaining insects and take out the radar dish.





## MISSION THREE:

# Return Fire

*"Even with the destruction of the radar, the Herd has located our base and sent an attack squadron to destroy us. Come back to base quickly and eliminate this squad before our HQ is destroyed. Hurry!"*

To start with, look down and examine the pad you're standing on as you will later need to place a bomb here. You should notice a new blue bars under your red health bar. This is the health of your home base and depletes as the base is damaged. If it reaches zero your mission will then be a failure.

From the start fly straight ahead and to your right where there is a line of small points pick-ups. Follow these round carefully as the first section is full of Exploding Mushrooms, Gun Turrets and Louse Guns. As you pass the first corner you can see a yellow Herd Gate. Keep following the line of pick-ups, collect the Cluster Bombs and continue to the switch which is guarded by Giz beetles and a Giz Beetle nest. Destroy or avoid these and blow the switch to open the Herd Gate.

Fly back and through the gate, grab energy if you need it then dive through the teleport before the turrets pummel you! The teleport takes you back to base where members of the Herd are quickly reducing it to rubble. Look left as you emerge from the teleport and you'll find some Cluster Bombs. Before you continue, blow the three mines ahead of you up. This will help you later on.



▲ This narrow alley has Louse Guns and mines at the side, and gun turrets at the end, making it quite a hazardous route, but one that you have to take!

You need to take out every enemy in this section before your base is destroyed. Focus on the Crane Flies carrying the bombs to begin with. Use your radar to locate any Herd member you can't see. Once you've cleared the level, you'll get this message:

*"ALERT! One of the Herd ground units has managed to place a nuclear explosive device in this sector. Pick up the device and take it to the drop pad at the start, where it will detonate safely."*

You now have one minute 30 seconds to collect the bomb and return it to the start point (the pad you started on). Carefully pick up the bomb by flying over it. If you knock the bomb against anything on your way back it will explode and take you with it, so you need to navigate swiftly but carefully to succeed. This is where blowing the mines up earlier comes in. If you haven't done it, then you will have a problem getting past them safely. When you reach the start pad, gently lower the bomb onto it.

▲ This Weevil is a nightmare as his rapid fire quickly damages your base. Use a Cluster Bomb to take him out.

▼ Giz Beetles are part of the force attacking your home base. If you can't find them, have a look on the sections of the bridge that are still standing.



▲ This pad is both your start and your finish point. You need to bring the explosive that the Herd insects drop in your base back here for safe detonation.



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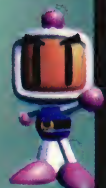
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▲ The shield generators are destroyed by concentrated fire on the flashing blue energy ball situated near the base of the device.



▲ A Plasma Pistol is on a ledge by this small pond, however you'll need to deal with some angry Wasps while you collect it.

### MISSION FOUR:

## The Sonar Tower

"We know now how the Herd is able to detect our base despite the neutralisation of their radar. They use a hidden, heavily protected, tower to co-ordinate their assaults. You must destroy four shield generators before you can annihilate the tower."

**Y**ou start this mission directly in front of the first shield generator. Blow it up and follow the line of pick-ups and broken conduits, keeping low to avoid the mines and rising to avoid the exploding mushrooms. Where the hedge turns into dirt wall, look to your left for a points pick-up nestled in a gap.

Keep going forwards to an area with a tiny pond, above left of which is a Plasma Pistol on a ledge. Go on to the second shield generator which is protected by a Wasp generator. Blow both and follow the broken conduits and points pick-ups up and over the dirt wall to the next shield generator.

**Secret One:** Land on the mushroom situated high on the dirt wall next to the spade. This triggers three points pick-ups worth 300 points on the dirt wall ledge just before the mushroom.

Keep following the small points pick-ups past a proliferation of mines to the last shield generator and the Sonar Tower. This is protected by Wasps and a Wasp generator. Destroy the Wasp generator and as many wasps and Giz beetles as you can then destroy the shield generator. Collect the Frag Cannon on the flower pot next to the Sonar Tower, and finally, blow the tower!

► The tower is the ultimate goal of this mission. Once you've taken out the shield generators it shouldn't be too difficult to reduce the structure to rubble.



◀ One of the targets you need to pay particular attention to is the Wasp generator. If you don't take this out, you'll be continually besieged by an unending supply of the deadly pests.

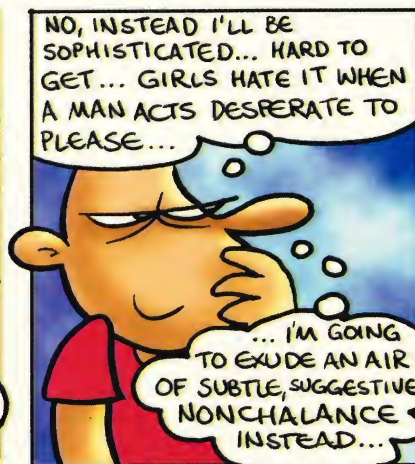
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CHARLIE BROOKER





**Freak out! In the future, wars are decided by one-on-one combat – last one with any limbs remaining wins!**

## Out Come The Freaks

So what's a Bio Freak, then? Biological Flying Robotic Enhanced Armoured Killing Synthoids, to give them their full name, are bred in laboratories and have peak strength and agility. They are controlled through a bio-drive that allows them to download combat skills and strategies.

There are three types of Freak.

### SYNTHOID:

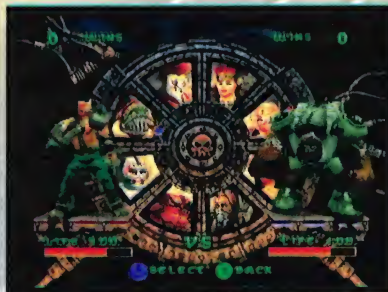
Have tissue regrowth abilities

### RETROS:

Regrowth for a limited period – cybernetic enhancements are then attached.

### DOZERS:

Apart from the brain, all body parts are artificial.



## I Like To Move It, Move It!

You want to fight? You need to know the moves! The list below assumes that your fighter is facing to the right – the moves should be reversed if you're facing to the left.

- Jump ↑
- Crouch ↓
- Block, Autoshield ←
- Walk Forward →
- Jump Punch ↑ + LP or RP
- Jump Kick ↑ + LK or RK
- Jump Shoot ↑ + FR
- Hover Charge → →
- Dash Back ← ←
- Arena Throw → + LP + LK
- Crouch Punch ↓ + LP or RP
- Crouch Kick ↓ + LK or RK
- Get Up Attack LP when down
- Get Up Shoot FR when down
- Back Punch LP or RP with back to opponent
- Back Kick LK or RK with back to opponent
- Shoot Up LP + FR
- Dodge Left ↓ ↓ or Dodge Left
- Dodge Right ↓ ↑ or Dodge Right
- Activate Shield ← + FR
- Taunt LP + RK

# Bio Fr

## First-Person Perspective

During a fight, hold Away on the D-pad and press Start, in order to get right up close to your opponent. To switch back, hold Down on the D-pad and press Start.



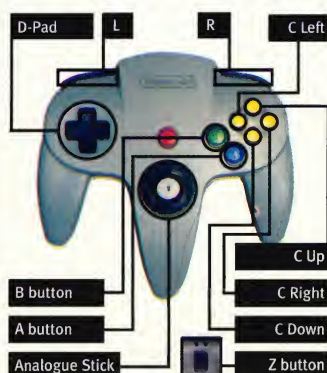
## One-Hit Fatalities

If you're the dirty cheating type (which, let's face it, we all are) then you might just appreciate these useful moves!

- |            |   |
|------------|---|
| MINATEK    | Towards, Away, C Left + C Down              |
| ZIPPERHEAD | Towards, Away, Away + C Right (three times) |
| SSAPO      | Towards, Away + C Up + C Right              |
| SABOTAGE   | Towards, Away, Away + C Up (three times)    |
| BULLZEYE   | Towards, Away, Away + C Up                  |
| DELTA      | Towards, Away, Away + C Down                |
| PURGE      | Away, Towards, Towards + C Up + C Right     |



## CHARACTER CONTROLS



### Analogue Stick

#### D-Pad

- A** Control character
- B** Fire (FR) – it might not be sporting, but blasting away with your weapons can help you to victory!
- B** Thrust – bored with the ground? Fly up and take them from the air.
- C Left** Left Punch (LP) – get in close and spill some blood.
- C Right** Right Kick (RK) – if you want to keep your distance, plant a kick.
- C Up** Right Punch (RP) – go in with a few hits and reduce their energy.
- C Down** Left Kick (LK) – use kicks to full advantage when you land a combo.
- L** Dodge Left – move out of the way of those left hooks, if you want to preserve your shield.
- R** Dodge Right – those right hooks come in just as fast, jump around and keep your energy.



# reaks

## BULLZEYE

**FREAK CLASSIFICATION:** Synthoid

**SPECIALITY:** Drive to win

**BACKGROUND:** Created by Micro-Gene as a soldier clone he has fought many times in the Battle Pits. He can overcome any opponent and is proud to be the best – even though he harbours a desire to be human.

### Aerial Attacks

Left Aerial Grenade    ← + LP  
Right Aerial Grenade   ← + RP  
Aerial Skull Bomb       ← LK + LP

### Special Moves

Triple Grenade        → ↘ ↓ ↙ ← LK + LP  
Hi-Low Attack        ← ↘ ↓ ↙ → RP + LP  
Plasma Rain           ↑ RP + LP

Rocket Climb  
Dive, Roll and Shoot  
Skull Bomb  
Charge Forward and Shoot  
Energy Drain  
Slide Away and Shoot  
Air Chop Gun Attack  
Left Grenade  
Right Grenade  
Shoulder Charge  
Plasma Storm  
Nuke Bomb  
Strafe Shoot Right  
Strafe Shoot Left  
Dance Freak Dance  
Foot Stomp  
Jump Back and Shoot

← ↘ ↓ ↙ → FR  
← → FR  
→ ↘ ↓ ↙ ← RK  
← → RP + LP  
→ ← LP  
← → RP + LP  
↓ ↑ RK + LK  
← LP  
← RP  
← → LP  
↓ ↑ RP + LP  
→ ← ↘ ↓ ↙ → RP  
↓ ↓ FR  
↓ ↑ FR  
→ ← LK  
← ↘ ↓ ↙ → RK  
← → FR

### Mutilations

Rolling Arm Chop  
Double Feature  
Spin and Decap

← ↘ ↓ ↙ → LP  
← → LP + RP  
→ ← RP

### Combos

RP RP LP  
RK RK LP  
RP RP RK  
RP RK RK  
LP RK RK  
LP LP RP  
LK LK RK  
RK RK RK RK LK RK RK

### Juggle Combo

↓ ↓ + RP RK LP RP



77



1

2

3





# MINATEK

**FREAK CLASSIFICATION:** Dozer

**SPECIALITY:** Weapons and armour

**BACKGROUND:** One of Micro-Gene's first Synthoids, his age now means many parts of him have been replaced with cybernetic weapons. He has a wish to join the underground, but has been reprimanded for these thoughts.

## Aerial Attack

Aerial Ground Shockwave ← RP + LP

## Special Moves

Jet Uppercut ← → LP  
Mouth Cannon Barrage LK + RP + LP  
Guided Salvo ← ← ↘ ↓ ↘ → LP  
Spinning Hammer → ↘ ↓ ↘ ← RP  
Rocket Salvo RP + LP ↓  
Single Guided Missile ← ↘ ↓ ↘ → FR  
Rocket Slide Attack Left ↓ ↑ FR  
Wrecking Ball → ← RP  
Ram and Slide ← → FR  
Triple Shot Battle Cannon ← f ↓ d → LK  
MRV RK + LK ↓

Ground Shockwave

Nuke Canister

Mace Cannon

Chain Sweep

Gas Breath

Charge and Ram

Target and Fire

(then FR)

Bull Bellow

Spinning Shockwave

Rocket Slide Attack Right

Chain Sweep

Gas Breath

Charge and Ram

Target and Fire

(then FR)

Bull Bellow

Spinning Shockwave

Rocket Slide Attack Right

## Mutilations

Get Spiked

Bite Nite

## Combos

LK LK RP  
RP RP LK  
RK LP RP RP RP  
RK LP LP RP FR  
RK LP LP RK LP  
↓ + RK LP RP RK LP

## Juggle Combo

↓ ↓ + RP LK RP

← ↘ ↓ ↘ → RP  
→ ← ↘ ↓ ↘ → FR  
← → RP  
← ← → → RP  
← → RP + LP  
→ ← ↘ ↓ ↘ → LP  
→ ← ↘ ↓ ↘ → RK

← → RK + RP  
← → RK + LK  
↓ ↓ FR  
← ← → ← RP  
← → RP + LP  
← → ↘ ↓ ↘ ← LP  
← → ↘ ↓ ↘ ← RK

← → RK + RP  
← → RK + LK  
↓ ↓ FR

→ ← LP + LK  
← ← LP



▼Minatek's energy blasts are powerful, but won't affect shielded players.







1



2



3



# DELTA

**FREAK CLASSIFICATION:** Synthoid

**SPECIALITY:** Speed

**BACKGROUND:** One of the fastest Freaks, Delta (created by Detroit's General Genetics Gi-Corp) has won many championships. She lost her arm to Minatek, but chose not to opt for an enhanced weapon. Although Delta has links with the Resistance, she's a valuable asset.

## Aerial Attack

Hover Track Shot      ← RK + LK (then FR)

## Special Moves

Razor Spin      → ↘ ↙ ← LP  
 Rising Turbo Top      ↔ RK  
 Sword Spout      ↘ ↙ → FR  
 Energy Demon      ← ← RK + RP  
 Energy Stab      ↔ RP + LP  
 Scissor Sword      ↔ LP (then RP)  
 Turbo Top II      ↔ RP  
 Plasma Dome      RP + LP ↓  
 Spirit Fire      ↔ → LP  
 Raised Sword Attack      ↔ FR  
 Fly By Wing Attack      ← ← RP + LP  
 Spin Strike      ← ← RK + LK  
 Laser Swipe      ↔ → ← LP  
 Mystic Rumble      → ↘ ↙ → LK + LP

Planted Pounce  
 Back Strike  
 Life Stealer  
 Laser Spin

## Mutilations

Body Breaker  
 Spinner

## Combos

RP RP LP  
 LK RP RK  
 RP RP LK RP + LP  
 LP LP RP RK ↑ + LP  
 LK RP LP LP RP + LP  
 LP LP RP RK LP RP

## Juggle Combo

↓ ↓ + RP LP LP RP RK LP RP

RK + LK ↓  
 ↓ → RK + RP  
 ← ← LK + LP  
 ↔ ↘ ↙ → RK + LP

→ ← LK  
 ↔ RP





1



2



3



# PSYCLOWN

**FREAK CLASSIFICATION:** Synthoid

**SPECIALITY:** Enhanced senses

**BACKGROUND:** Rumours abound that this Synthoid, who is constantly on an adrenaline rush, is a clone of the dead son of Duplications Unltd's CEO. Psychclown is out to punish the man responsible for his creation.

## Aerial Attacks

Aerial Shield Throw    ← → + LP  
Balloon Mines        ← + RP + LP

## Special Moves

Bouncing Ball        → ↘ ↓ ↙ ← + RP  
Shield Skip        → ← + LP  
Head Tracker-Crouched    RP + LP + ↓ FR  
Hammer UpperCut    ↓ ↑ + RP  
Zorrocut        → ↘ ↓ ↙ ← + RP  
Sliding Flea Trail    ← → + RK + LK  
Big Wheel Slide    ← + RK + LK  
Foot Smash        ↓ ↓ + RP  
Hammer Glove        RK + RP + LP  
Shield Throw        ← → + LP  
Chattering Teeth    ↓ ↑ + LP  
Flea Attack        → ↘ ↓ ↙ ← + LP  
Boomerang Shield    ← ↙ ↓ ↘ → + LP  
Hammer Throw        ← → + RP  
Golf Swing        → ← + LK  
Dyno Balloons        → ← + RK

## Mutilations

Zorro Cut        → ↘ ↓ ↙ ← + RP  
Buzz Cut        → ← + LP + LK

## Combos

RP RP LP  
LK RP RK  
RP RP LK RP + LP  
LP LP RP RK ↑ + LP  
LK RP LP LP RP + LP  
RP RP RK LK RP  
LP LK RK LP LK + RP  
RK LP RK LK RP  
LP LP RP RK LP RP

## Juggle Combo

→ ← ↘ ↓ ↙ → + RP LK LK RP





## PURGE

FREAK CLASSIFICATION: Retro

SPECIALITY: Fearlessness

**BACKGROUND:** Created by NewCell Inc, Purge has one of the best bio-drives going. This character is one of the fiercest and his loyalty to the games is impeccable.

**Special Aerial Move**

Carpet Bombing

RP + LP

**Special moves**

Flame Pillars      ← → LP  
 Phoenix Attack    ← ↘ ↓ ↙ → RP + LP  
 Blender            RK + LK ↓  
 Fire Ring          FR ↑  
 Burning Top        ← → FR  
 Flame Blast        ← ↘ ↓ ↙ → FR  
 Fan Deflect        → ← RK + RP  
 Cutting Top        → ↘ ↓ ↙ ← RP  
 Multi-fire Balls   ← LK LP  
 Fan Stumble        ← RP LP

Napalm Canister  
 Fan Charge  
 Fanning Flames  
 Lawn Mower  
 Hand Fan  
 Ground !?!  
 Hi-Low Burn

← → RP + LP  
 → → LP  
 ← → RK  
 ← → RP  
 ← → LP  
 ← ↘ ↓ ↙ → RK  
 ↓ ↑ FR

**Mutilations**

Time Killer  
 Fan Blades

← → RP + RK  
 → ↘ ↓ ↙ ← RK

**Combos**

LP LP LK  
 RP RP LP  
 LK LP RK  
 RK LK ↓ + RK  
 LP RP RP LP RP + LP

1



2



3





# SABOTAGE

**FREAK CLASSIFICATION:** Unknown

**SPECIALITY:** Agility

**BACKGROUND:** As a bounty hunter for the Chief Games Commissioner, Sabotage has had a great deal of experience in tracking rebels. She was enhanced for the Violent Crime Department when she served for the police.

## Aerial Attacks

Air Homing Mine ← + RP + LP  
Aerial Electric Snare ← + RK + LK  
Aerial Javelin ← → + RP

## Special Moves

Tazer Shot → ↘ ↓ ↙ ← + RP  
Teleport RK + LK + ↓  
Dodge Left n' Shoot ↓ ↑ + FR  
Dodge Right n' Shoot ↓ ↓ + FR  
Javelin Toss ← → + RP  
3 Javelin Toss → ← ↙ ↓ ↘ → + RP  
Spinning Bolas Shot → ← + RP + LP  
Back Defence FR  
Floating Mines ← + RK + RP  
Poison Dart → ↘ ↓ ↙ ← → + LP  
Blind Slug ← → + FR  
Flame Ammo Change ← ↙ ↓ ↘ → + FR  
Short Circuit ← → ← + LP  
Shield Breaker ↓ ↑ + RP + LP  
Ammo Change ↓ ↑ + RP + LP

## Mutilations

Exploding Javelin → ← + RP  
Head Spike ← ← + RP + RK

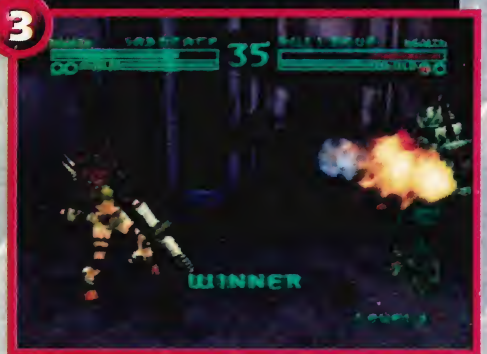
## Combos

RP RP LP  
LK RP RK  
RP RP LK RP + LP  
LP LP RP RK ↑ + LP  
LK RP LP LK RP + LP  
RP RP RK LK RP  
LP LK RK LP LK + RP  
RK LP RK LK RP  
LP LP RP RK LP RP

## Juggle Combo

→ ← ↙ ↓ ↘ → + RP LK LK RP

▲ One of the nifty things about the weapons in *Bio Freaks* is that they can be fired when you're lying on the ground. This prevents opponents pressing their advantage.







# SSAPOO

**FREAK CLASSIFICATION:** Retro

**SPECIALITY:** Cybernetic Weaponry

**BACKGROUND:** Created by an underground group in New Mexico, it was the intention that Ssapo would be the ugliest and meanest of creatures with enormous killing power.

## Aerial Attacks

Aerial Harpoon ← + RP + LP  
Aerial Puke Fireball RK + LK

## Special Moves

Gas Bubble ← ← + LK + LP  
Swamp Attack ↓ ↑ + FR  
Swamp Teleport ↓ ↑ + LP  
Stink Attack LK + RP + ↓  
JAWS ← → + RP  
Energy Spread → ← + LK  
Puke Fireball ← ↘ ↓ ↙ → + FR  
Fire Blast ← → + FR  
Bad Breath Attack ← → + RK  
Triple Shockwave RK + LK + LP  
Electrical Shockwave LK + RP + LP  
Cannon Puke Fireball → ↘ ↓ ↙ ← + RK  
Maul Attack ← → + RP + LP  
Sinister Stomp RK + LK + ↓  
Foot Shockwave ← ↘ ↓ ↙ → + LK  
Crippling Harpoon ← ← + RP  
Bouncing Ball ← ↘ ↓ ↙ → + RK

## Mutilations

Harpoon Chain → ← + LP  
Head Chomp → → + RP + RK

## Combos

LP LP RK  
RP RP LP  
LK LK RP  
LP RP RP LP RP + LP  
LK RK RP RK RP

## Juggle Combo

↓ ↓ + LP RP LP LP



▲ Ssapo is one of the uglier characters, but also one of the toughest.



▲ Ssapo's club-like hands can cause some serious damage if he gets close enough to hit!







# ZIPPERHEAD



**FREAK CLASSIFICATION:** Retro

**SPECIALTY:** Independent thought

**BACKGROUND:** After losing both forearms in a battle with Bullzye, Zipperhead experienced a breakdown. His limbs were then replaced with cybernetic weaponry, and now he's a killing machine!

## Aerial Attacks

Air Triple Grenade      ← → + FR  
Aerial Stunt              RK + LK

## Special Moves

Tornado Vortex              ← + LK  
Triple Buzzsaw              ↓ ↓ + FR  
Gunfighter                  ↓ ↑ + FR  
Boot Leg                      → + RK + LK  
Buzz Strafe                  ← → + RK  
Mitt Shockwave              LK + RP + LP  
Dive, Slide, and Shoot      RK + LK  
Double Whammy              ← + RK + RP  
Ram and Slam                ← → + LP  
Running Clothesline        ← → ↓ → + RP  
Twist Again                  ← + LK + RP  
Foot Hurricane                → + RK  
Tumble and Slam              ← → ↓ → + LP  
Spike Grenade                ← → + FR  
Maul Attacker                → ← + RK  
Spinning Top                 ← → + LK



## Mutilations

Arm Chop                      ← → + RP + LP  
Spike Punch                  → ← + RP

## Combos

RP RP LP  
LK RP RK  
RP RP LK RP + LP  
LK RP LP LP RP + LP  
RK LK RP LP RP  
LK RK RK LP RP  
LP LP RP RK LP RP  
LP LP RP RK ↑ + LP

## Juggle Combo

↓ ↓ + RP RP LP RP



▲ Zipperhead has some very dangerous attacks. Like this 'shockwave', for example.





# CLONUS

**FREAK CLASSIFICATION:** Unknown

**SPECIALITY:** Mirror opponent's form

**BACKGROUND:** Clonus is the only creation of Edison Extractions' founder, Professor Raymond Deux and was bred purely for experimentation purposes. So secret was this experiment that only the professor knows the full extent of this Freak's abilities.

When faced with fighting Clonus you'll notice that he has the unique ability to mirror his opponents, not only in form but also in their actions – obviously this is an added advantage when in battle as it confuses opponents.



▲ Clonus is represented by a mysterious question mark on the fight intro screen.



▲ Clonus is very difficult to defeat. You should expect to see this screen fairly often!



# MUTILATOR

**FREAK CLASSIFICATION:** Dozer

**SPECIALITY:** Gruesome Weaponry

**BACKGROUND:** This veteran of the battle ring is one of the most experienced fighters of all time. Coming up against this mean mutha is going to be tough – what with her chest cannon, missile launchers, wrecking ball and other macabre weapons which now make up her entire body. The only original organic part left of Mutilator is her brain, but that is now fully controlled by her makers at Micro-Gene.





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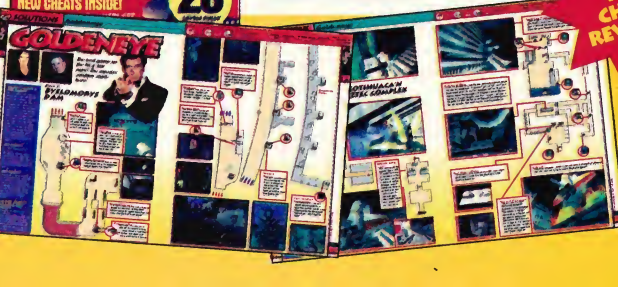


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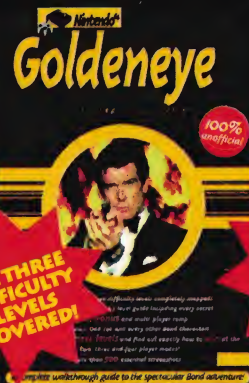
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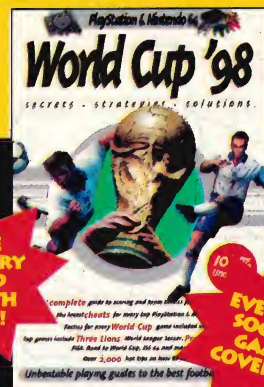
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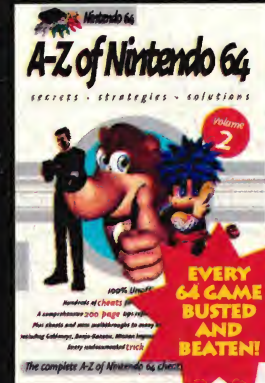


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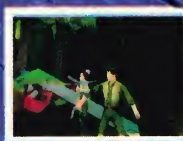
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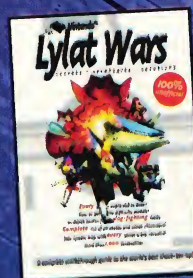
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Want to find out about an older N64 game? The Nindex is the definitive guide to all things Nintendo!

# 64 nindex

## 64 MAGAZINE GAME CHARTS

### PRaise THE LORD!

Our ranking of the top 20 (or thereabouts) games you can buy for your N64, in order of excellence!

<b>1-</b>	Goldeneye	Nintendo	95%
<b>1-</b>	Banjo-Kazooie	Nintendo	95%
<b>1-</b>	ISS '98	Konami	95%
<b>4</b>	F-1 World Grand Prix	Nintendo	94%
<b>5-</b>	Forsaken	Acclaim	93%
<b>5-</b>	World Cup '98	EA Sports	93%
<b>5-</b>	ISS 64	Konami	93%
<b>8</b>	Super Mario 64	Nintendo	92%
<b>9</b>	Bust-A-Move 2	Acclaim	91%
<b>10-</b>	Gex: Enter The Gecko	GT	90%
<b>10-</b>	Buck Bumble	Ubi Soft	90%
<b>10-</b>	F-Zero X	Nintendo	90%
<b>10-</b>	WWF Warzone	Acclaim	90%

<b>14</b>	All-Star Baseball	Acclaim	89%
<b>15=</b>	Lylat Wars	Nintendo	88%
<b>15=</b>	Quake	GT	88%
<b>17</b>	Puyo Puyo Sun 64	Compile	87%
<b>18=</b>	Diddy Kong Racing	Nintendo/Rare	86%
<b>18=</b>	Mortal Kombat 4	GT	86%
<b>18=</b>	Wetrix	Infogrames	86%
<b>18=</b>	World Soccer 3	Konami	86%

### DAMN THEM TO HELL!

The five worst N64 stinkers that you should avoid at all costs!

<b>3=</b>	FIFA 64	EA Sports	20%
<b>3=</b>	Dual Heroes	Hudson Soft	20%
<b>3=</b>	Aero Fighters Assault	Video System	20%
<b>2</b>	St Andrews Golf	Seta	10%
<b>1</b>	Clayfighter 63 1/3	Interplay	8%

## 90% and above

If a game gets a 64 Sizzler, then it's a game that's well worth buying.



## 95% and above

The Gold Medal Award only goes to those few games that you absolutely must own!



### 1080° SNOWBOARDING

PUBLISHER: Nintendo

PRICE: Import

REVIEWED: Issue 17

Playable and polished snowboarding game from the Wave Race team which looks great and plays extremely well. Try a little powder! **RK**

- ⊕ Superb control method
- ⊖ Few courses, dodgy AI



**80**  
PERCENT

### AERO FIGHTERS ASSAULT

PUBLISHER: Video System

PRICE: £59.99

REVIEWED: Issue 15

Abysmal airborne shoot-'em-up with borders as big as Soviet Russia and not even the tiniest amount of that thing called 'fun'. **AM**

- ⊕ Nice planes
- ⊖ Slow, boring, jerky



**20**  
PERCENT

### AERO GAUGE

PUBLISHER: ASCII

PRICE: £59.99

REVIEWED: Issue 15

A feeble clone of Wipeout, rendered totally pointless by F-Zero X and the real Wipeout 64. Massive pop-up and low speed don't help. **LC**

- ⊕ Not a whole lot
- ⊖ Pop-up, crap controls, slow, few tracks



**40**  
PERCENT

### AIRBOARDER

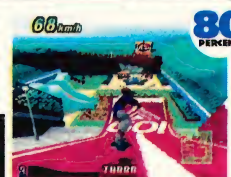
PUBLISHER: Human

PRICE: Import

REVIEWED: Issue 14

A Back To The Future-style hoverboard 'sim' combining racing and stunts. An acquired taste - you might try it and like or hate it. **RK**

- ⊕ Something different
- ⊖ Annoying controls



**80**  
PERCENT

### ALL-STAR BASEBALL '99

PUBLISHER: Acclaim

PRICE: £39.99

REVIEWED: Issue 16

Baseball might not be everyone's cup of tea, but the superb visuals could just persuade you to give this very playable sim a try. **ST**

- ⊕ Fantastic graphics, smooth gameplay
- ⊖ Prone to crashing



**89**  
PERCENT

### ART OF FIGHTING TWIN

PUBLISHER: Culture Brain

PRICE: Import

REVIEWED: Issue 10

Not a bad fighting game, with two modes - normal and super-deformed. It's like a cut-down, cut-rate Virtua Fighter 2. **AM**

- ⊕ Fast, easy to play
- ⊖ Simplistic



**72**  
PERCENT





# 64 SCORE

## Platformers



### HIT THE HEIGHTS

1	Banjo-Kazooie	95%
2	Super Mario 64	92%
3	Gex: Enter The Gecko	90%
4	Mystical Ninja	85%
5	Mischief Makers	82%

### SIX FEET UNDER

Doraemon	30%
----------	-----

### AUGUSTA MASTERS '98

PUBLISHER: T&E Soft PRICE: Import REVIEWED: Issue 18

Ghastly golf game that puts you right off trees, grass and healthy walks. Lousy controls, worse graphics, and the gameplay? Ptui! LC



- ⊕ Not as bad as *St Andrews Golf*
- ⊖ Just about everything

### BOMBERMAN HERO

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 15

Sequel to the above which makes the huge mistake of being even easier and dispensing entirely with a multiplayer game. AM



- ⊕ Variety of levels
- ⊖ Far too easy, some frustrating sections

### AUTOMOBILI LAMBORGHINI

PUBLISHER: THE Games PRICE: £54.99 REVIEWED: Issue 8

Arcade-style racer featuring real supercars which is some fun with four players but lacks speed and excitement otherwise. RK



- ⊕ Fast, four players
- ⊖ Drab, unrealistic handling

### BRAVE SPIRITS WRESTLING

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 12

Japanese wrestling game that pales in comparison to the likes of *WCW Vs NWO* and *WWF Warzone*. Not really worth getting. RK



- ⊕ On-screen move help
- ⊖ Unknown Japanese wrestlers, unresponsive

### BANJO-KAZOOIE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 16

One of the very best games on the N64 – or anywhere – thanks to Rare's attention to detail. Fantastic platform action that you must own! AM



- ⊕ Pretty much everything
- ⊖ You need the sequel to see it all...

### BLICK BUMBLE

PUBLISHER: Ubi Soft PRICE: £49.99 REVIEWED: Issue 18

Mission-based shooter with a cyborg bee as hero. Plenty to do and nice characters, but not as frantic as it could have been. RK



- ⊕ Lots of action, cool weapons
- ⊖ Horrible fogging

### BIO FREAKS

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 15

In the future, wars will be fought by androids hacking off each others' limbs. Sounds like a good fighter, and it is... RK



- ⊕ Blood, severed limbs, 3-D combat
- ⊖ Slightly awkward

### BLIST-A-MOVE 2

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 15

A simple action-cum-puzzle game that doesn't look like much but is so addictive you need methadone to get away from it! RK



- ⊕ Incredibly playable, lots of options
- ⊖ Brain-melting music

### BLAST CORPS

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 3

Unusual game that defies categorisation – it's a sort of racer-puzzle-adventure thing. Entertaining but not that long-lasting. AM



- ⊕ Massive destruction, lots of vehicles
- ⊖ Can get frustrating

### CHAMELEON TWIST

PUBLISHER: Ocean PRICE: £54.99 REVIEWED: Issue 10

A simple platformer, its only real innovation being the main character's use of his tongue in order to move himself around. RK



- ⊕ Inventive controls
- ⊖ Useless camera, too easy

### BOMBERMAN 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 9

A *Mario*-style adventure which involves throwing bombs instead of jumping on platforms. A likeable, if easy, diversion. RK



- ⊕ Interesting puzzles
- ⊖ Disappointing multiplayer game

### CHOPPER ATTACK

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 18

An attempt to create a *Desert Strike*-style game for the N64, let down by awkward controls and plodding gameplay. RK



- ⊕ Wide range of hardware
- ⊖ Slow, dated visuals, awful music

### CLAYFIGHTER 63 1/3

PUBLISHER: Interplay PRICE: £59.99 REVIEWED: Issue 8

Absolutely the worst game on the N64! There isn't a single good thing about this game – if you see it, alert the authorities! AM



- ⊕ Nobody's making you buy it
- ⊖ Everything about it

### CRUIS'N USA

PUBLISHER: Nintendo PRICE: £34.99 REVIEWED: Issue 10

Pathetic driving game that's fun only for those with half their brain kept in a jar by the bed. Avoid at all costs. You've been warned. RK



- ⊕ Nothing
- ⊖ Crap graphics, crap sound, crap gameplay, etc etc



### Shoot-'em-ups



### HIT THE BULL

1 Goldeneye	95%
2 Forsaken	93%
3 Buck Bumble	90%
4 Lylat Wars	88%
5 Quake	88%

### LOAD OF BULL

Aero Fighters Assault	20%
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### CRUIS'N WORLD

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 17

Sequel to *Cruis'n USA*, which despite being made two years later is just as bad as the original. Nintendo, sort yourselves out!

AM

- ⊕ Four-player game
- ⊖ See *Cruis'n USA*



### DARK RIFT

PUBLISHER: Vic Tokai PRICE: £59.99 REVIEWED: Issue 4

Identikit beat-'em-up with absolutely nothing of interest about it. Every last detail is taken from other, better, fighting games.

LC

- ⊕ Looks quite decent
- ⊖ Boring, boring, boring



### DIDDY KONG RACING

PUBLISHER: Nintendo/Rare PRICE: £49.99 REVIEWED: Issue 7

Combination of racing game and adventure with Rare's usual flair. Excellent multiplayer game with lots of hidden secrets.

AM

- ⊕ Great visuals, lots to do
- ⊖ Loses appeal when you've seen everything



### DOOM 64

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 1

Graphical update of the classic PC game with new N64-only levels. Now feels dated, but very good for non-sense killing action.

JM

- ⊕ Grim atmosphere, classic gameplay
- ⊖ Very dark and hard to see



### DORAEMON

PUBLISHER: Epoch PRICE: Import REVIEWED: Issue 3

Very simple *Mario* knock-off based on a kiddie manga. Only of interest to completely deranged otaku – everyone else steer clear.

AM

- ⊕ Multiple characters
- ⊖ Japanese text, aimed at young kids



### DUAL HEROES

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 9

Get your scrapers ready, because here's the barrel! Eye-pokingly bad beat-'em-up that requires no skill whatsoever to defeat.

AM

- ⊕ Hasn't killed anyone – yet
- ⊖ You might as well burn your money



### DUKE NUKEM 64

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 7

Rattling good fun with the quip-spewing antihero. Straightforward *Doom*-style gameplay, done with imagination and humour.

AM

- ⊕ Tough challenge, bad jokes
- ⊖ Blurry enemies



### EXTREME G

PUBLISHER: Acclaim PRICE: £49.99 REVIEWED: Issue 7

Futuristic bike game with weapons and rollercoaster tracks. Sometimes sheer speed makes you rely on luck, not skill.

AM

- ⊕ Fast, impressive visuals
- ⊖ Duff Battle mode, often uncontrollable



### F1 POLE POSITION

PUBLISHER: Ubi Soft PRICE: £59.99 REVIEWED: Issue 6

An early attempt to do an N64 Formula 1 game, with poor visuals and terrible car handling. Lapped by *F-1 WGP* in all respects.

RK

- ⊕ Speedy gameplay
- ⊖ Unrealistic, out of date



### F-1 WORLD GRAND PRIX

PUBLISHER: Video System PRICE: Import REVIEWED: Issue 18

Superb Formula 1 simulation based on the 1997 season. Incredibly detailed and realistic, but complex; not for casual players.

AM

- ⊕ Looks gorgeous, real race events
- ⊖ Requires lots of practice



### FIFA 64

PUBLISHER: EA Sports PRICE: £29.99 REVIEWED: Issue 2

Abysmal travesty of a football game with jerky animation, moronic players and graphics so blurry they're singing *Parklife*.

PK

- ⊕ It's cheap
- ⊖ As is *ISS '98*, so get that instead



### FIFA: ROAD TO WORLD CUP '98

PUBLISHER: EA Sports PRICE: £59.99 REVIEWED: Issue 9

A massive improvement on *FIFA 64*, but almost immediately rendered obsolete by *World Cup '98*, its own sequel.

AM

- ⊕ Management options
- ⊖ *World Cup '98* is better







## FIGHTERS DESTINY

PUBLISHER: Ocean PRICE: £54.99 REVIEWED: Issue 11

Not-bad attempt at a fighting game, with some original ideas and a welcome emphasis on skill instead of special attacks.

RK

- ⊕ A slightly different kind of beat-'em-up
- ⊖ Fighters lack brains



80 PERCENT

## GLORY OF ST ANDREWS, THE

PUBLISHER: Seta PRICE: Import REVIEWED: Issue 3

Horrid golf sim that tries to duplicate golf strokes with the analogue stick and fails miserably. Master System graphics and zero realism.

AM

- ⊕ Japanese, so you'll probably never see it
- ⊖ Makes real golf exciting



10 PERCENT

## FORSAKEN

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 14

Underground *Descent*-style shooter with flashy lighting effects and tough, intelligent opponents, as well as a very good multiplayer game.

AM

- ⊕ Enemy AI, looks great, loads of weapons
- ⊖ Some short levels



93 PERCENT

## GOLDENEYE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 5

If you only buy one N64 game, make it this! Unmatched multiplayer action and superb one-player game – you are James Bond.

AM

- ⊕ Deathmatch, involving missions
- ⊖ Tank chase a bit weak



95 PERCENT

## F-ZERO X

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 17

Ridiculously fast and smooth update of the old SNES game. Unmatched control, four players and even a random track generator!

AM

- ⊕ Speed, smoothness, control
- ⊖ Minimalist graphics



90 PERCENT

## GT 64 CHAMPIONSHIP EDITION

PUBLISHER: Ocean PRICE: £59.99 REVIEWED: Issue 16

Second-rate bash at a saloon car racing game, with few tracks, sparse visuals, low frame rate and completely nightmarish controls.

AM

- ⊕ Cars look quite good
- ⊖ Ponderous, unexciting, lame two-player mode



64 PERCENT

## GASP!! FIGHTERS' NEXTREME

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 13

Bog-standard *Virtua Fighter* knock-off with the twist of a character creation section. Sadly, it doesn't make things any less jerky.

RK

- ⊕ Build your own fighters
- ⊖ Poor combat, jerky, seen it all before



70 PERCENT

## HEXEN

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5

Risible port of a feeble PC *Doom* clone, in the running for a 'Most Blurred Graphics' award. Trudging gameplay and dull enemies.

AM

- ⊕ Some amusing weapons
- ⊖ Tedious beyond belief



30 PERCENT

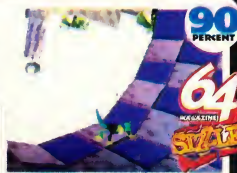
## GEX: ENTER THE GECKO

PUBLISHER: GT Interactive PRICE: £49.99 REVIEWED: Issue 18

Film-spoofing platformer starring a mouthy lizard. Amusing and well done, but not up to the standards of *Banjo-Kazooie*.

RK

- ⊕ Wisecracks, varied and immersive levels,
- ⊖ Dated feel, dodgy camera



90 PERCENT

## IGGY'S RECKIN' BALLS

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 17

Strange racing game where grapple-equipped balls chase up rollercoaster-like courses. Fun when (and if) you get into it.

RK

- ⊕ Lots of tracks, four-player game
- ⊖ Maybe too weird



83 PERCENT

64 SCORE

## Puzzles

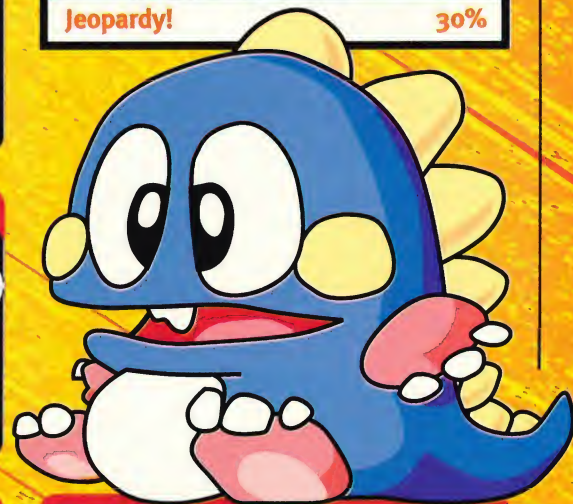


## CRYPTIC CROSSWORDS

1 Bust-A-Move 2	91%
2 Puyo Puyo Sun 64	87%
3 Wetrix	86%
4 Puzzle Dama	80%
5 Tetrisphere	70%

## CRAPTIC CROSS WORD

Jeopardy!	30%
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## ISS 64

PUBLISHER: Konami PRICE: £34.99 REVIEWED: Issue 3

Fantastic football game now available at a budget (ish) price. The second best soccer sim that money can buy – only its sequel is better!

AM

- ⊕ Low price, fab gameplay
- ⊖ PAL version slightly slow, it's not ISS '98!



93 PERCENT

## ISS '98

PUBLISHER: Konami PRICE: £39.99 REVIEWED: Issue 18

The best football game written for any machine – ever! Sheer soccer style that you'll be playing for years to come.

PM

- ⊕ It's just the best!
- ⊖ Player names not real



95 PERCENT





## 64 Sports



### CUP WINNERS

1= ISS '98	95%
2= World Cup '98	93%
2= ISS 64	93%
4= All-Star Baseball	89%
5= World Soccer 3	86%

### GOING HOME IN AN AMBULANCE

St Andrews Golf	10%
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### J-LEAGUE DYNAMITE SOCCER

PUBLISHER: Imagineer PRICE: Import REVIEWED: Issue 6

Desperately average football game with comedy players and a limited selection of kicks and tackles. Dismiss it from your mind. **RK**

44 PERCENT

- ⊕ Moves smoothly
- ⊖ Not a patch on ISS

### J-LEAGUE ELEVEN BEAT 1997

PUBLISHER: Hudson Soft PRICE: Import REVIEWED: Issue 8

Another J-League game with stumpy comedy players, though marginally better than *Dynamite Soccer*. Still not very good, though. **RK**

60 PERCENT

- ⊕ Mildly amusing
- ⊖ Not a patch on ISS either

### JEOPARDY!

PUBLISHER: Take 2 PRICE: Import REVIEWED: Issue 14

Transfix yourself with a spear! It'd be more fun than this screamingly bad American gameshow that nobody in Britain watches. **RK**

30 PERCENT

- ⊕ It's not *Going For Gold*
- ⊖ Americans only need apply

### JOHN MADDEN 64

PUBLISHER: EA Sports PRICE: £59.99 REVIEWED: Issue 8

The portly Shatner lookalike puts his name to a decent American football game, but it loses out visually to the hires *Quarterback Club*. **MW**

76 PERCENT

- ⊕ Very good player AI
- ⊖ Grainy visuals, for fans only

### KILLER INSTINCT GOLD

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 3

A fighting game where speed and demented combos are the key. Button-bashing, rather than actual skill, is what counts for most. **AM**

70 PERCENT

- ⊕ Looks good, very fast
- ⊖ There's not much skill involved

### LYLAT WARS/STARFOX 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 5

An update of, rather than sequel to, SNES *Starwing*. Looks stunning, but competent players will see it all in a short time. **AM**

88 PERCENT

- ⊕ Spectacular, great audio, all-action
- ⊖ Short-lived

### MACE: THE DARK AGE

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 7

Another fairly run-of-the-mill fighting game, though this one makes use of weapons to good effect. Nothing out of the ordinary. **RK**

70 PERCENT

- ⊕ Fast, interactive scenery
- ⊖ Jerky animation, gets repetitive

### MARIO KART 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 3

People moan about our score, but *MK64* isn't as good as the SNES version, and the cheating racers do spoil things. So nur! **AM**

78 PERCENT

- ⊕ Bright and fun, good multiplayer game
- ⊖ CPU cheats

### MISCHIEF MAKERS

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 7

Old-style 2-D platformer that makes up for being a dated genre with inventiveness and strange Japanese charm. Maybe a bit easy. **RK**

82 PERCENT

- ⊕ Lots of variety, humour
- ⊖ Nothing really visually amazing

### MISSION: IMPOSSIBLE

PUBLISHER: Infogrames PRICE: £39.99 REVIEWED: Issue 18

A dreadful disappointment considering the time spent on it. Pitiful visuals and stupid illogical puzzles ruin a potentially great license. **AM**

48 PERCENT

- ⊕ Music, some nice ideas
- ⊖ But not nearly enough

### MORTAL KOMBAT 4

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 16

The long-awaited 3-D update of *MK* is the N64's best fighter to date. Loads of gore and manic gameplay, but the joke is wearing thin. **RK**

86 PERCENT

- ⊕ Blood-soaked fatalities, a great laugh
- ⊖ Same old *MK* stuff

### MK MYTHOLOGIES: SUB-ZERO

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 9

Diabolically dumb attempt to cross *Mortal Kombat* with a platform adventure. Even *Super Hunchback* was better. Avoid! **46**

46 PERCENT

- ⊕ Sub-Zero fans will like it
- ⊖ Everyone else will certainly hate it





## MORTAL KOMBAT TRILOGY

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 3

Bloody, horrible – or bloody horrible if you prefer. A compilation that shows just how sucky the early *Mortal Kombat* games now look. **LC**



- ⊕ Every MK character
- ⊖ Grotesquely inept gameplay

## MYSTICAL NINJA STARRING GOEMON

PUBLISHER: Konami PRICE: £59.99 REVIEWED: Issue 13

Wacky mix of RPG and platformer, and very entertaining. Help Goemon and mates save ancient Japan from musical aliens! **RK**



- ⊕ Huge landscape, lots of puzzles
- ⊖ Evil 3-D jumps required

## NHL BREAKAWAY '98

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 12

Acclaim's venture into N64 ice hockey, and it ices the *Wayne Gretzky* games with its hi-res graphics and super-smooth gameplay. **RK**



- ⊕ Good looking, player creation
- ⊖ Minority appeal

## MULTI RACING CHAMPIONSHIP

PUBLISHER: Ocean PRICE: £59.99 REVIEWED: Issue 5

Sluggish and unexciting racing game that is far too easy and has only a feeble three tracks. There are much better racers around. **AM**



- ⊕ Two hidden cars, wow!
- ⊖ Way too easy, not many tracks

## NAGANO WINTER OLYMPICS

PUBLISHER: Konami PRICE: £59.99 REVIEWED: Issue 10

Mixed bag of events from the 1998 Olympics. Ultimately, the bad or average events outweigh the good, so it's a bit of a snow job. **AM**



- ⊕ Good bobsleigh and – yes! – curling
- ⊖ Hideous skiing events

## OFF-ROAD CHALLENGE

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 17

If you want to waste your money, you could invest in a dodgy pyramid scheme... or you could buy this deeply nasty racing game. **AM**



- ⊕ Not the tiniest thing
- ⊖ Sucks like a White House intern

## NBA COURTSIDE

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 16

Very playable basketball game with excellent controls, fully customisable camera and a Player Creation mode. **AM**



- ⊕ Best basketball game on the N64
- ⊖ A little blurry

## OLYMPIC HOCKEY '98

PUBLISHER: Midway PRICE: Import REVIEWED: Issue 12

Yet another tepid reworking of the *Wayne Gretzky* engine, this time with an Olympic flavour. If you like ice hockey, get *NHL Breakaway*. **RK**



- ⊕ Olympic teams
- ⊖ Fewer teams than *Gretzky '98*

## NBA HANGTIME

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5

Rubbish arcade basketball game conversion with silly power moves and players with wobbly heads. Well worth a miss. **LC**



- ⊕ You can play as a pig
- ⊖ The game is a pig

## PILOTWINGS 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1

Early N64 game where you fly various aircraft over well-detailed landscapes. Looks great, but it's all a bit slow and aimless. **GN**



- ⊕ Undeniably attractive, lots of missions
- ⊖ Unfocused, a bit dull

## NBA PRO '98

PUBLISHER: Konami PRICE: £59.99 REVIEWED: Issue 12

The overlooked middle child of Nintendo basketball games, which comes off second-best to *NBA Courtside* in all respects. **RK**



- ⊕ Atmospheric audio, nice animation
- ⊖ Clumsy controls, blurry

## PUYO PUYO SUN 64

PUBLISHER: Compile PRICE: Import REVIEWED: Issue 8

Simple but ultra-addictive puzzle game, best with two players but still great with one. Due for a UK release as *Carbuncle's Avalanche*. **AM**



- ⊕ Infinitely playable, cute, Japanese madness
- ⊖ Audio drives you mad

## NFL QUARTERBACK CLUB '98

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 7

The N64's first hi-res game, and a very respectable game of American football to boot. Unlike *Madden*, it has a full NFL licence. **RK**



- ⊕ Sharp visuals, easy to play
- ⊖ It's American football!

## PUZZLE DAMA

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 16

Similar idea to *Puyo Puyo*, though relying more on chance and therefore not as addictive. Most fun as a two-player game. **RK**



- ⊕ Simple to grasp, amusing subgames
- ⊖ Random elements





## 64 Beat-'em-ups



### BLACK BELTS

1 WWF Warzone	90%
2 Mortal Kombat 4	86%
3 WCW Vs NWO World Tour	83%
4 Bio Freaks	82%
5 Fighters Destiny	80%

### BLACK EYE

Clayfighter 63% 8%

## RAMPAGE WORLD TOUR

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 13

Arcade conversion where giant monsters trash buildings and eat people. Sounds fun, but is repetitive and mind-numbing. **RK**

- + Lots of levels
- Infinite continues sap replay value



## STAR SOLDIER: VANISHING EARTH

PUBLISHER: Hudson Soft PRICE: £59.99 REVIEWED: Issue 17

The first 'traditional' scrolling shoot-'em-up for the N64. Unfortunately, it's rubbish. Get *R-Type 3* and a SNES for less. **RK**

- + Fast-paced
- Stupidly easy, tiny levels, boring enemies



## ROBOTRON 64

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 17

Crude-looking but thoroughly playable update of a classic arcade game. Don't be fooled by the looks – give it a try if you like blasters. **RK**

- + Non-stop action
- Looks crude, easier than original *Robotron*



## SUPER MARIO 64

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 1

The game that started it all! Although it is technically eclipsed by *Banjo-Kazooie*, *Mario 64* still offers plenty for gamers to discover. **SW**

- + 15 worlds, lots of treats
- Now looks stark and empty



## SAN FRANCISCO RUSH

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 9

Sprawling racer that lets players roam freely instead of being confined to the track. Lots of hidden secrets to uncover. **RK**

- + Freedom of movement
- Skanky control method, looks clunky



## TAMAGOTCHI WORLD

PUBLISHER: Bandai PRICE: Import REVIEWED: Issue 11

Tamagotchis were yesterday's fad, so a computerised board game based on them probably won't grab you. Moderate fun for a while. **AM**

- + As cute as regular Tamagotchis
- Jap text, few sub-games



## SHADOWS OF THE EMPIRE

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1

Farty *Star Wars* tie-in made up of numerous subgames, most of which are crap. Even Lucas fanatics should think twice about it. **MW**

- + Good snowspeeder bit
- Other parts pants, embarrassing cutscenes



## TETRISPHERE

PUBLISHER: Nintendo PRICE: £39.99 REVIEWED: Issue 10

Technically interesting attempt to update the classic *Tetris*, but maybe a bit too clever for its own good and hard to get into. **LC**

- + Tough puzzle options, different game modes
- Not as intuitive as *Tetris*



## QUAKE

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 13

Decent fist of a PC conversion, keeping all the original's labyrinths and gore, but falling down on the weak two-player game. **ST**

- + Fast action, spooky atmosphere
- No advances over PC



## SIM CITY 2000

PUBLISHER: Imagineer PRICE: Import REVIEWED: Issue 12

Ill-advised console conversion of the complex PC urban development sim. Japanese text doesn't help unless you've played the original. **LC**

- + Something different
- Dated, almost incomprehensible



## TOP GEAR RALLY

PUBLISHER: THE Games PRICE: £54.99 REVIEWED: Issue 7

Until *F-1 WGP*, the best N64 racer. Excellent car handling, large and detailed courses and 'paint shop' for custom cars. **AM**

- + Realistic controls
- Other cars not much competition



## QUEST 64

PUBLISHER: THQ PRICE: Import REVIEWED: Issue 16

Should have been a great RPG, but ended up so simplistic and challenge-free that it is actually rather a bore to play. **AM**

- + Expansive landscapes
- No puzzles, tedious combat



## SNOWBOARD KIDS

PUBLISHER: THE Games PRICE: £39.99 REVIEWED: Issue 11

Surprisingly enjoyable cartoon-style snowboarding game, supporting four players with loads of special weapons. **RK**

- + Imaginative courses, weapons
- Fairly short-lived



## TUROK: DINOSAUR HUNTER

PUBLISHER: Acclaim PRICE: £39.99 REVIEWED: Issue 2

A good blast with excellently destructive guns let down by massive fogging and too much reliance on jumping onto tiny platforms. **DB**

- + Excellent weapons
- Annoying platform elements, fog





# 64

## SCORE

## Racing

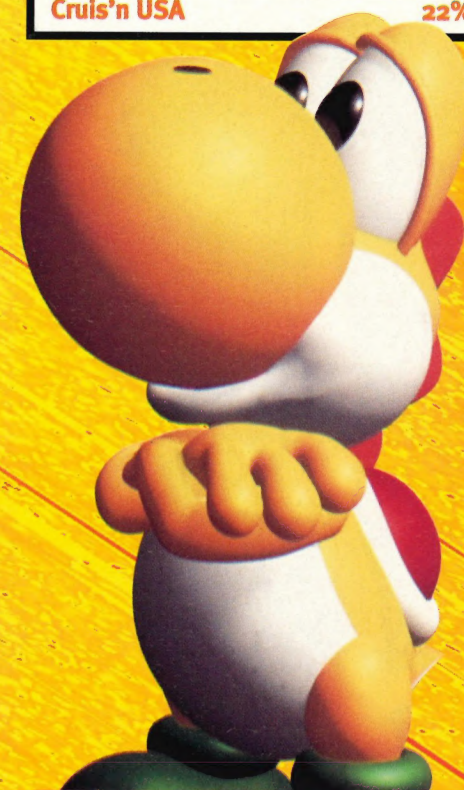


## TOP GEARS

1 F-1 World Grand Prix	94%
2 F-Zero X	90%
3 Diddy Kong Racing	86%
4 Top Gear Rally	85%
5 Wave Race	83%

## BLOWN EXHAUST

Cruis'n USA	22%
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## REVIEWERS

Want to know who wrote the original review? Put a name to the initials here!

AM	Andy McDermott	ST	Stuart Taylor
RK	Roy Kimber	LC	Loz Cooper
DB	Damian Butt	PK	Phil King
RB	Ryan Butt	PM	Paul Morgan
SW	Stuart Wynne	GN	Graeme Nicholson
MW	Mark Wynne	JM	John McCleary

## WAIALAE COUNTRY CLUB

PUBLISHER: Nintendo PRICE: Import REVIEWED: Issue 18

Revolting golf game based far too closely on *Augusta Masters*, which was also as welcome as a sloppy floater. Absolute garbage. **ST**

- Games can't get that much worse
- Where should we start?



## WAR GODS

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 6

This is a funny game. Pity it's not meant to be. A beat-'em-up with the most ludicrous characters imaginable, and no gameplay. **AM**

- A few amusing fatalities
- Pathetic combat, stupid fighters



## WAVE RACE 64

PUBLISHER: Nintendo PRICE: £59.99 REVIEWED: Issue 1

Excellent jetski game with a superb feeling of control and complex courses, let down only by a shoddy PAL conversion. **SW**

- Realistic water action, great control
- Borders, muted colours

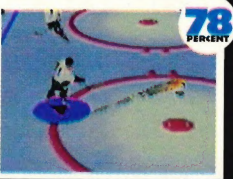


## WAYNE GRETZKY'S 3-D HOCKEY

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 5

Ice hockey game that was good for its day but now looks dated. Now superseded by *Wayne Gretzky's 3-D Hockey '98*. **DB**

- Very fast, easy to get into
- It's ice hockey, dated



## WAYNE GRETZKY'S 3-D HOCKEY '98

PUBLISHER: GT Interactive PRICE: £59.99 REVIEWED: Issue 10

Sequel, fairly obviously, to the first *Gretzky* game. Apart from minor improvements and team updates, it's much the same game. **RK**

- See first *Gretzky* game
- Not as good as *NHL Breakaway*



## WCW VS NWO WORLD TOUR

PUBLISHER: THQ PRICE: £54.99 REVIEWED: Issue 9

A good bash at a wrestling game, featuring real fighters from four American organisations. Best played with four people. **RK**

- Good multiplayer game
- Slightly clumsy, not as good as *WWF Warzone*



## WETRIX

PUBLISHER: Ocean PRICE: £39.99 REVIEWED: Issue 16

Excellent water-based puzzler where the object is to prevent water draining off a landscape by building up walls and dams. **RK**

- Keeps bringing you back, cool idea
- Weak two-player game



## WHEEL OF FORTUNE

PUBLISHER: Gametek PRICE: Import REVIEWED: Issue 10

You can't check out Jenny Powell's pins as this is the American version. As the Yanks might say, "tbis sucks." **RK**

- Spin the wheel and the Rumble Pak rattles! Ooh!
- American questions



## WORLD CUP '98

PUBLISHER: EA Sports PRICE: £54.99 REVIEWED: Issue 14

EA finally get it right, but then this is their third attempt. Very good soccer game based around the now-historic 1998 World Cup. **RK**

- Official licence, sharp controls
- We know the Frogs won



## WORLD SOCCER 3

PUBLISHER: Konami PRICE: Import REVIEWED: Issue 9

Japanese update of *ISS 64*, a halfway-house between that game and the wonders of *ISS '98*. Very good, but go for the UK version! **RB**

- All the playability of the *ISS* games
- Loads of Japanese text

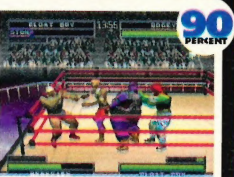


## WWF WARZONE

PUBLISHER: Acclaim PRICE: £59.99 REVIEWED: Issue 17

Currently the best wrestling game, with all the WWF fighters and a superb 'create-a-wrestler' section. Great fun with four people. **RK**

- The best wrestling game on the N64
- It's wrestling...



## YOSHI'S STORY

PUBLISHER: Nintendo PRICE: £49.99 REVIEWED: Issue 13

Cutesy 2-D platformer which looks fantastic but plays very, very simply. You might like hunting for all the little secrets. We don't. **RK**

- Beautiful graphics, cute
- Way too easy, sickly-sweet





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don't play it.

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Dead pool this issue: Stuff that will "be there tomorrow" every  
day for two weeks; blatantly biased "impartial" commentators;  
whoever put all the controllers on the Nintendo ECTS stand on  
metal arms that get you right at crotch height; the Stepford PR  
people with their orange tass; the (qu)lteral turnt burglar  
who nicked the knackered old office video and Nick's bike.



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